

Server Components Supporting Application Delivery & Execution License

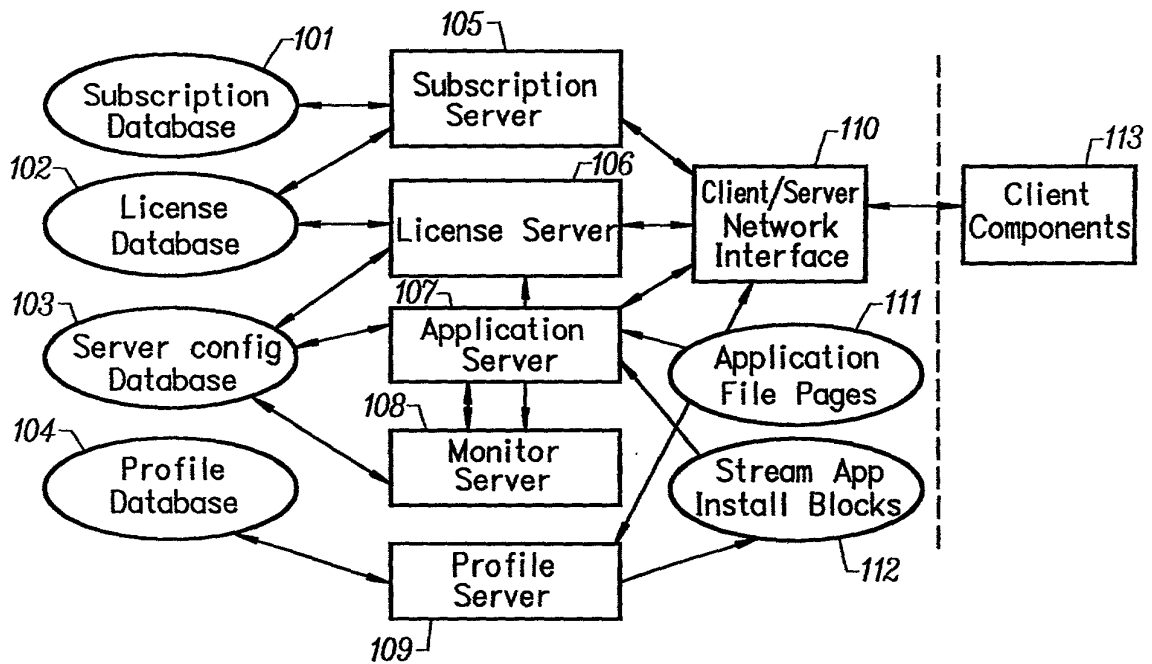


FIG. 1

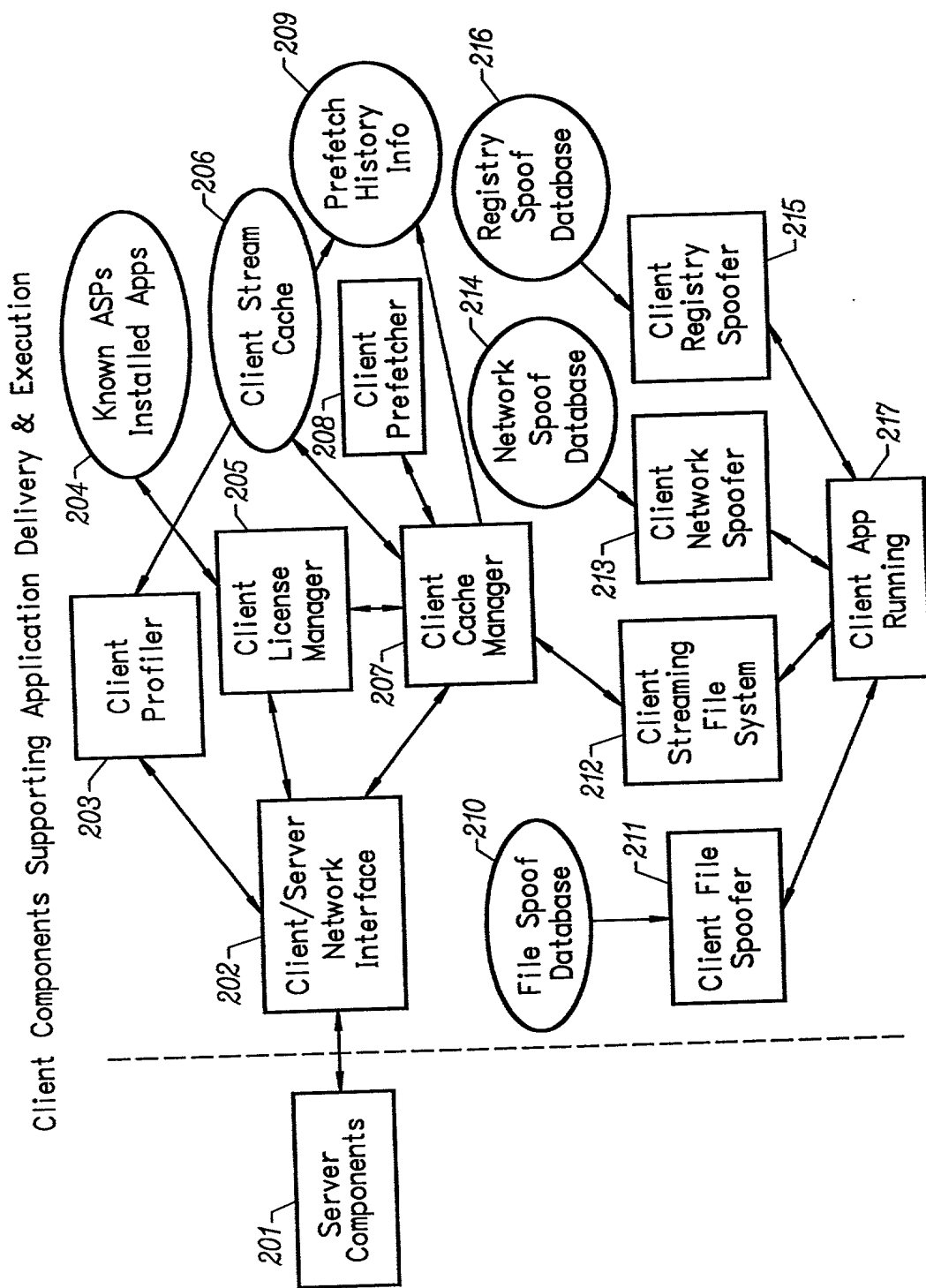


FIG. 2

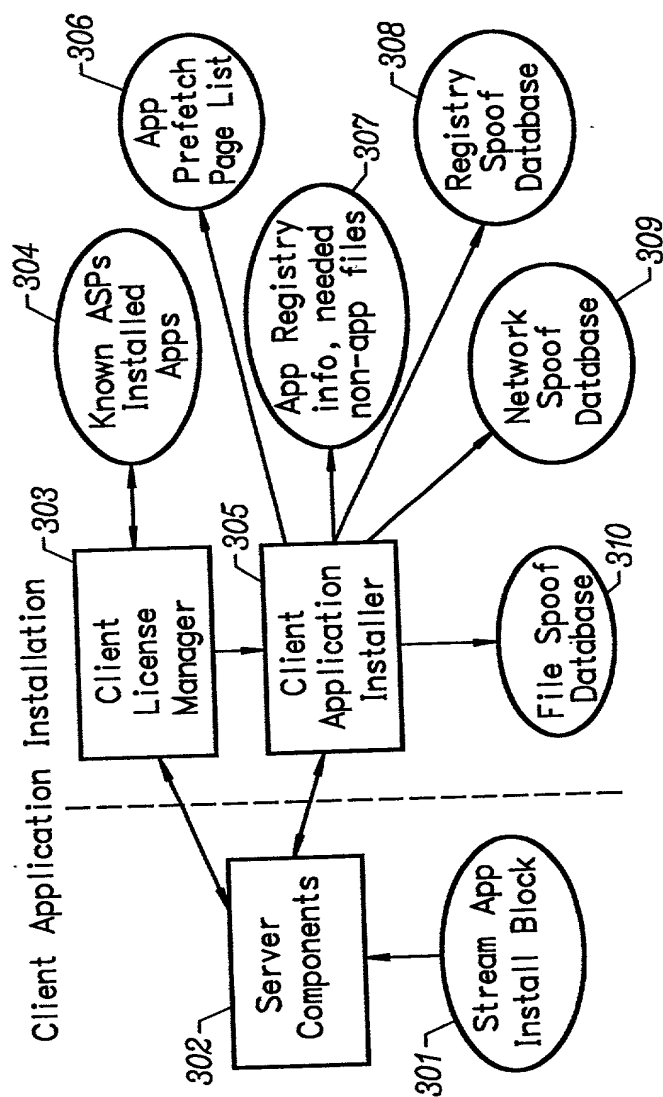


FIG. 3

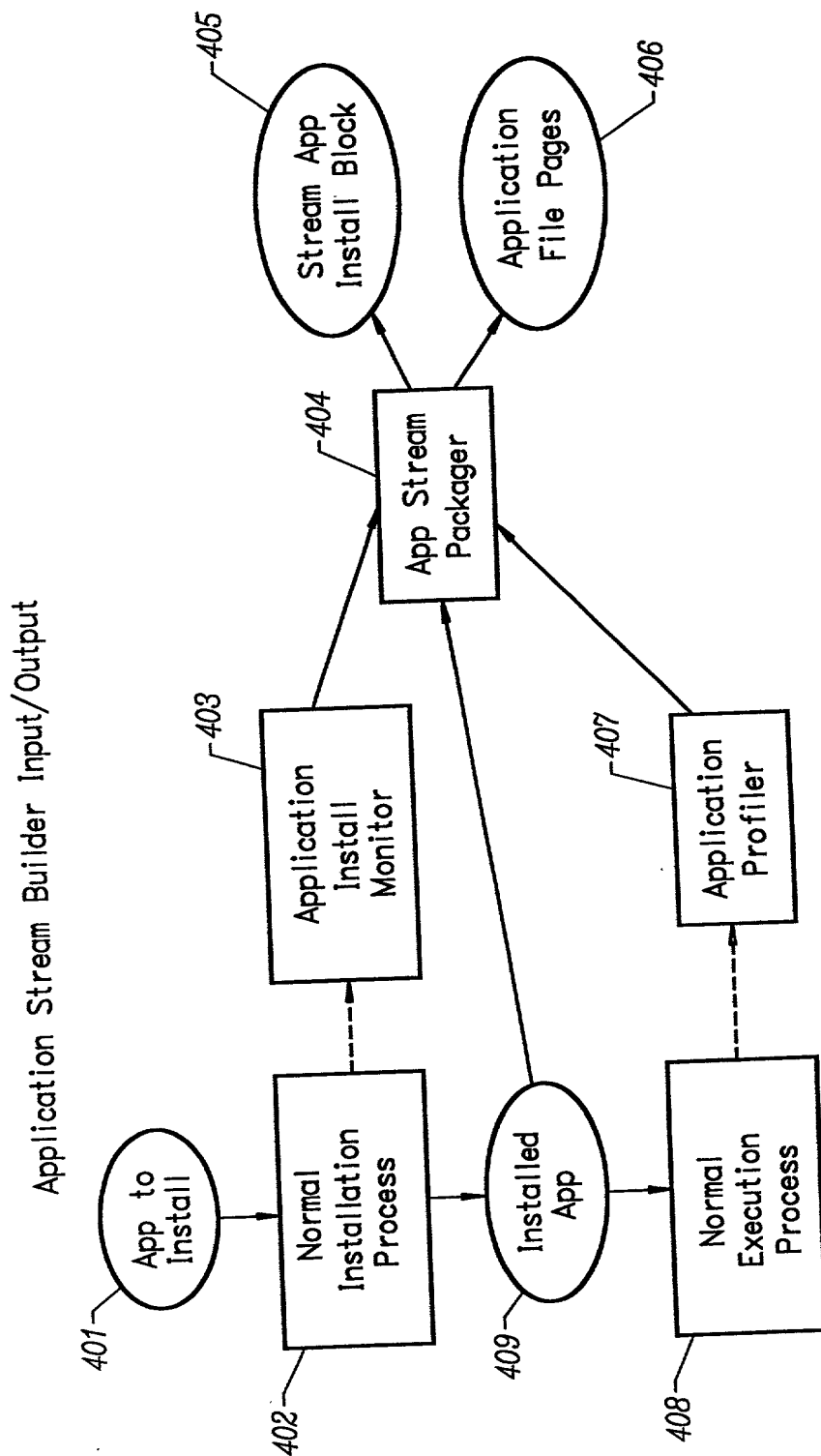
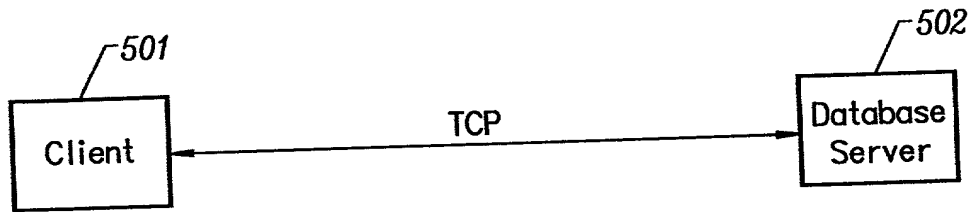


FIG. 4



Client-Server Application
over TCP

FIG. 5A

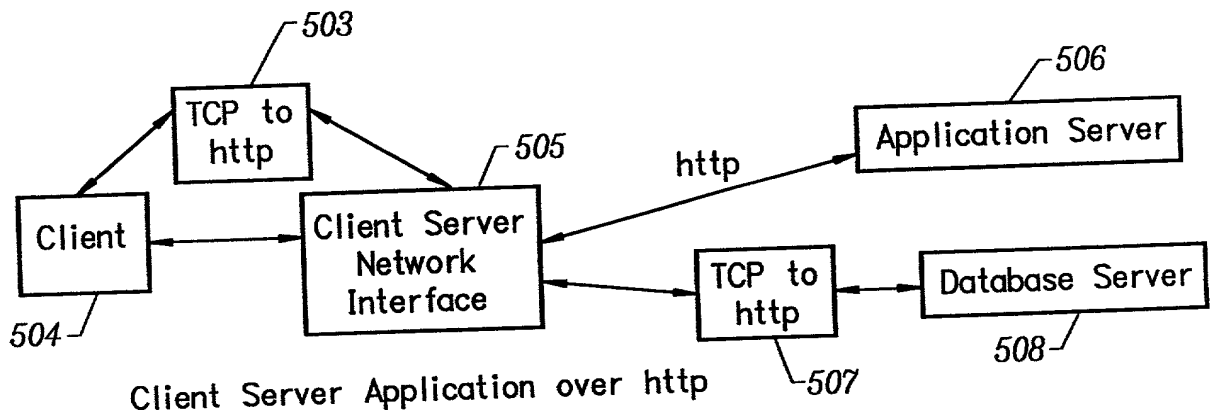


FIG. 5B

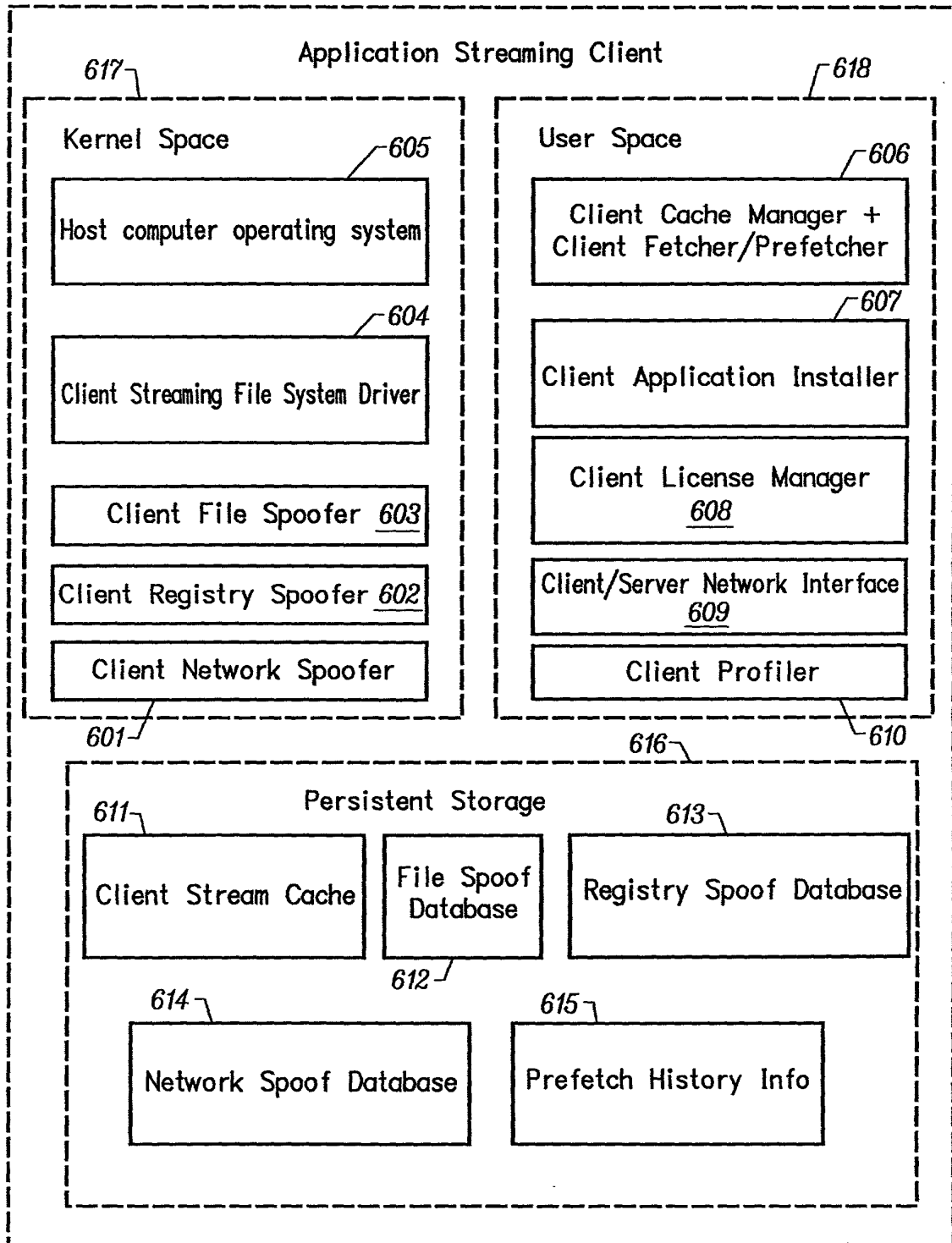


FIG. 6A

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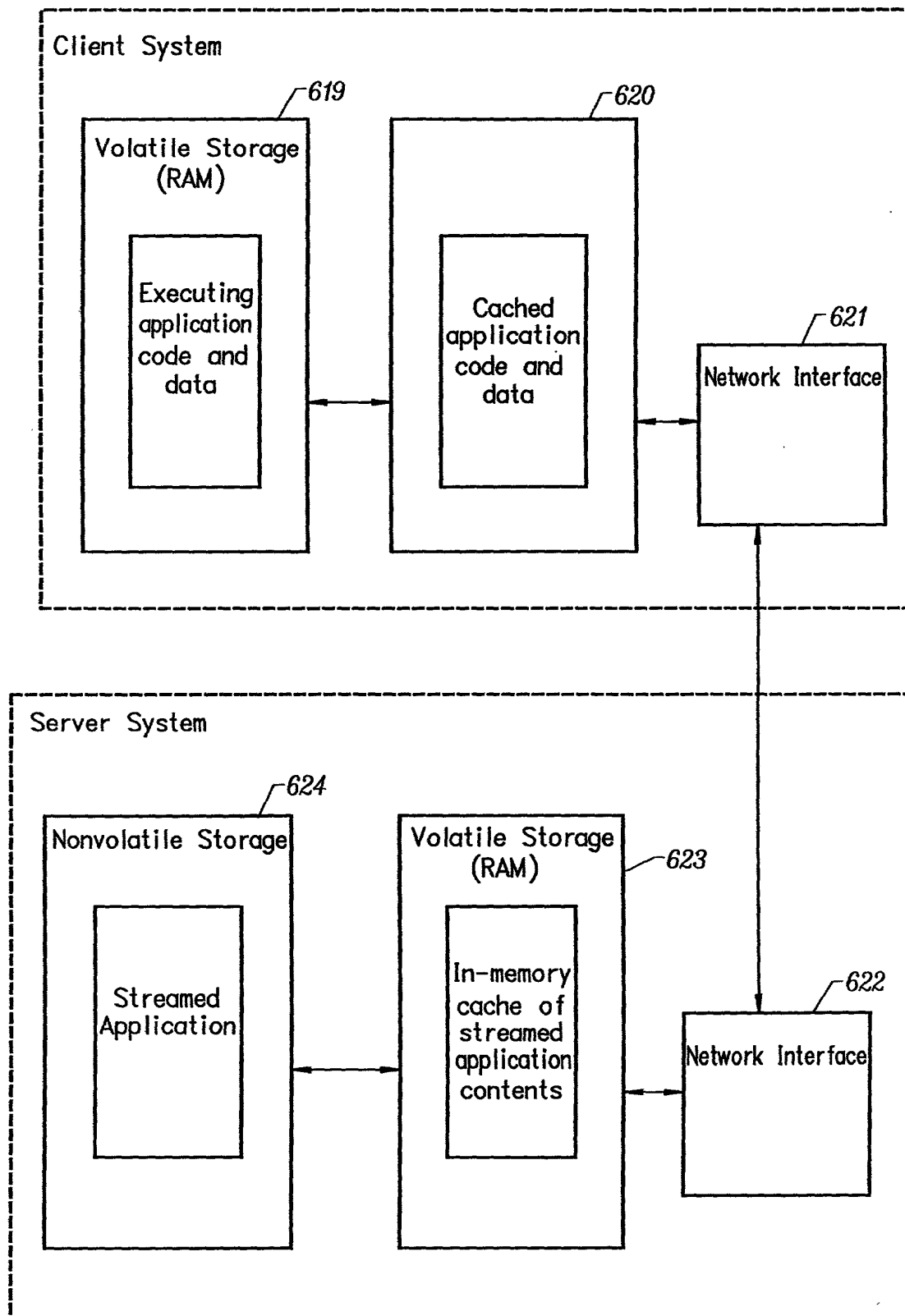


FIG. 6B

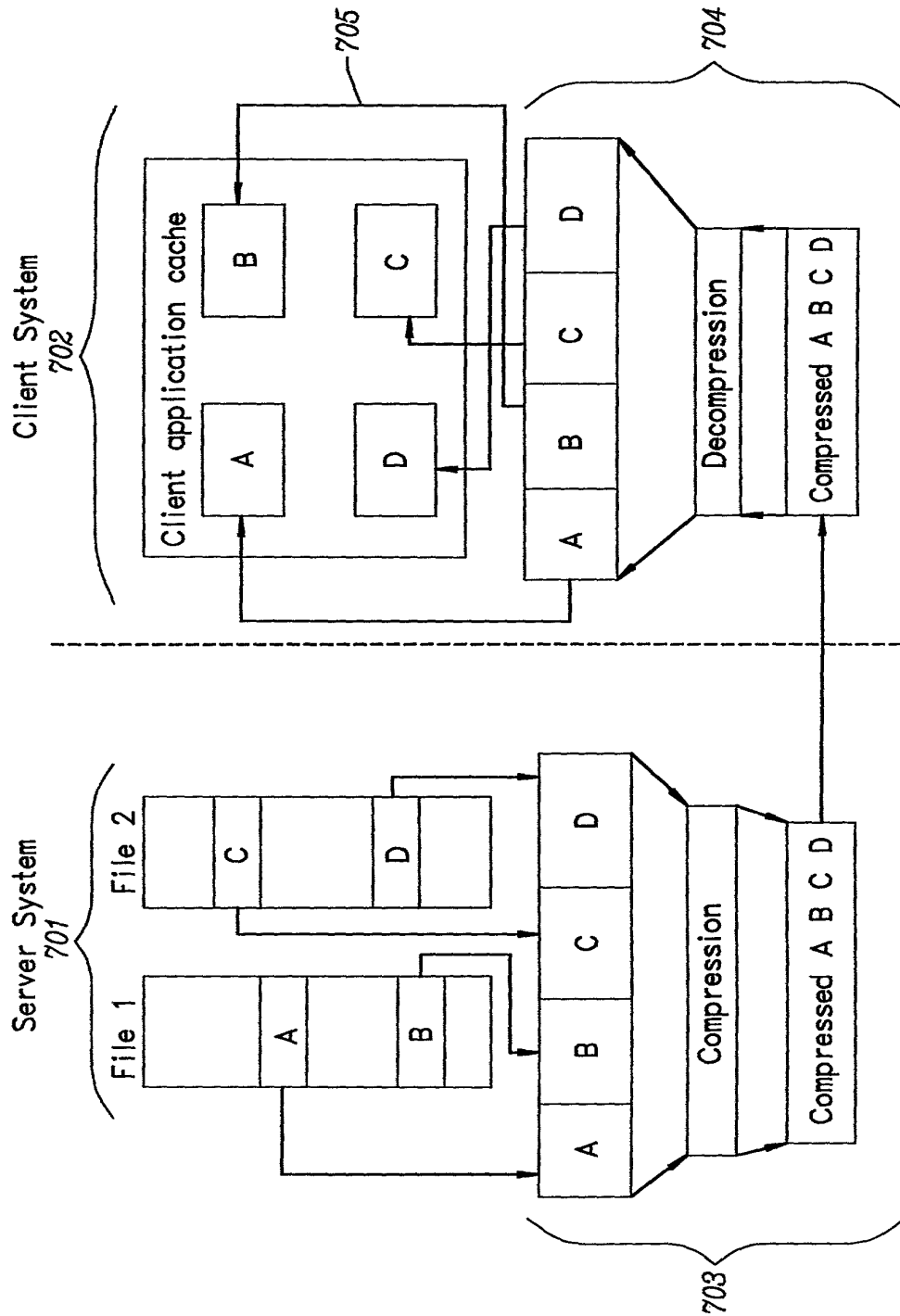


FIG. 7A

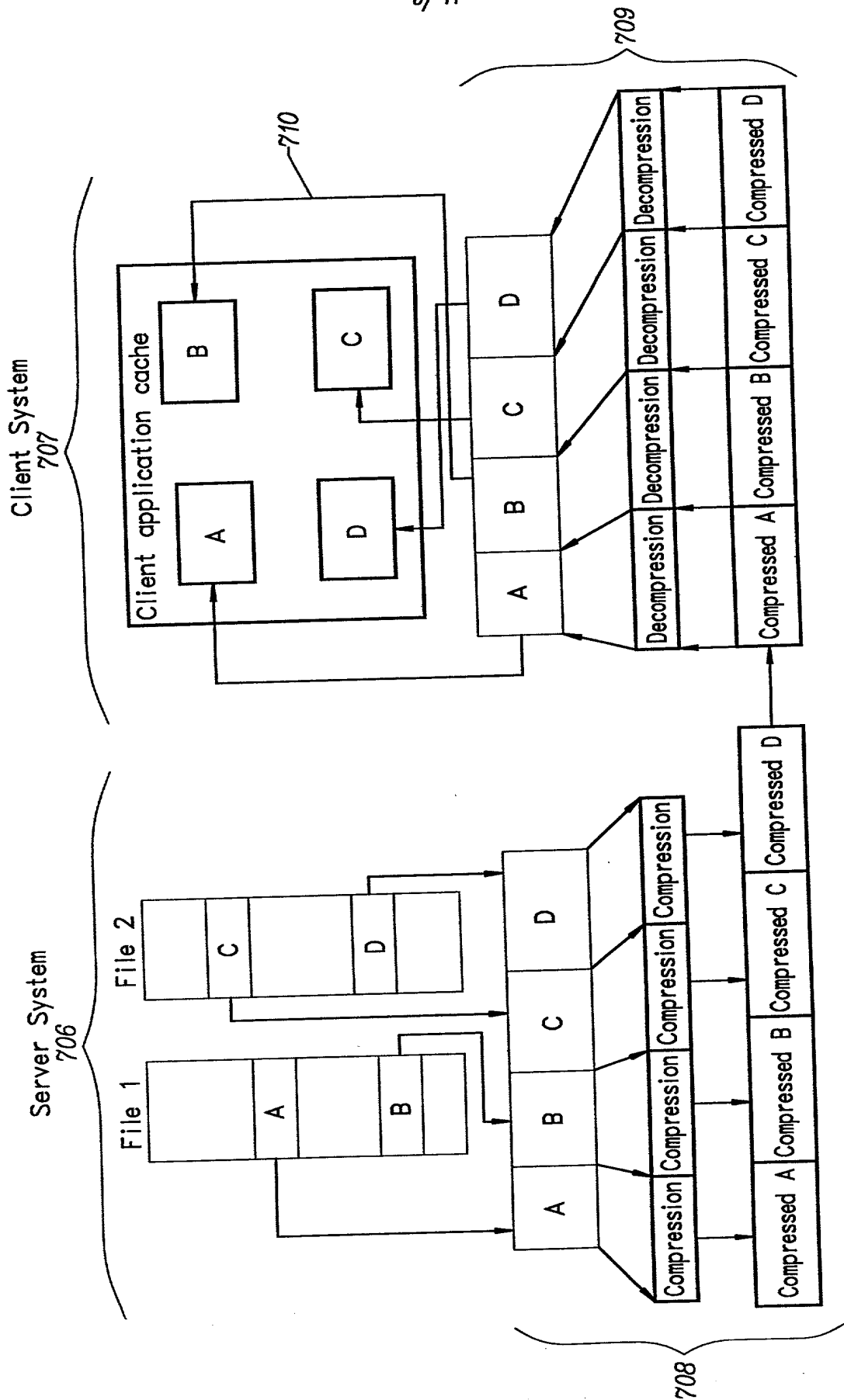


FIG. 7B

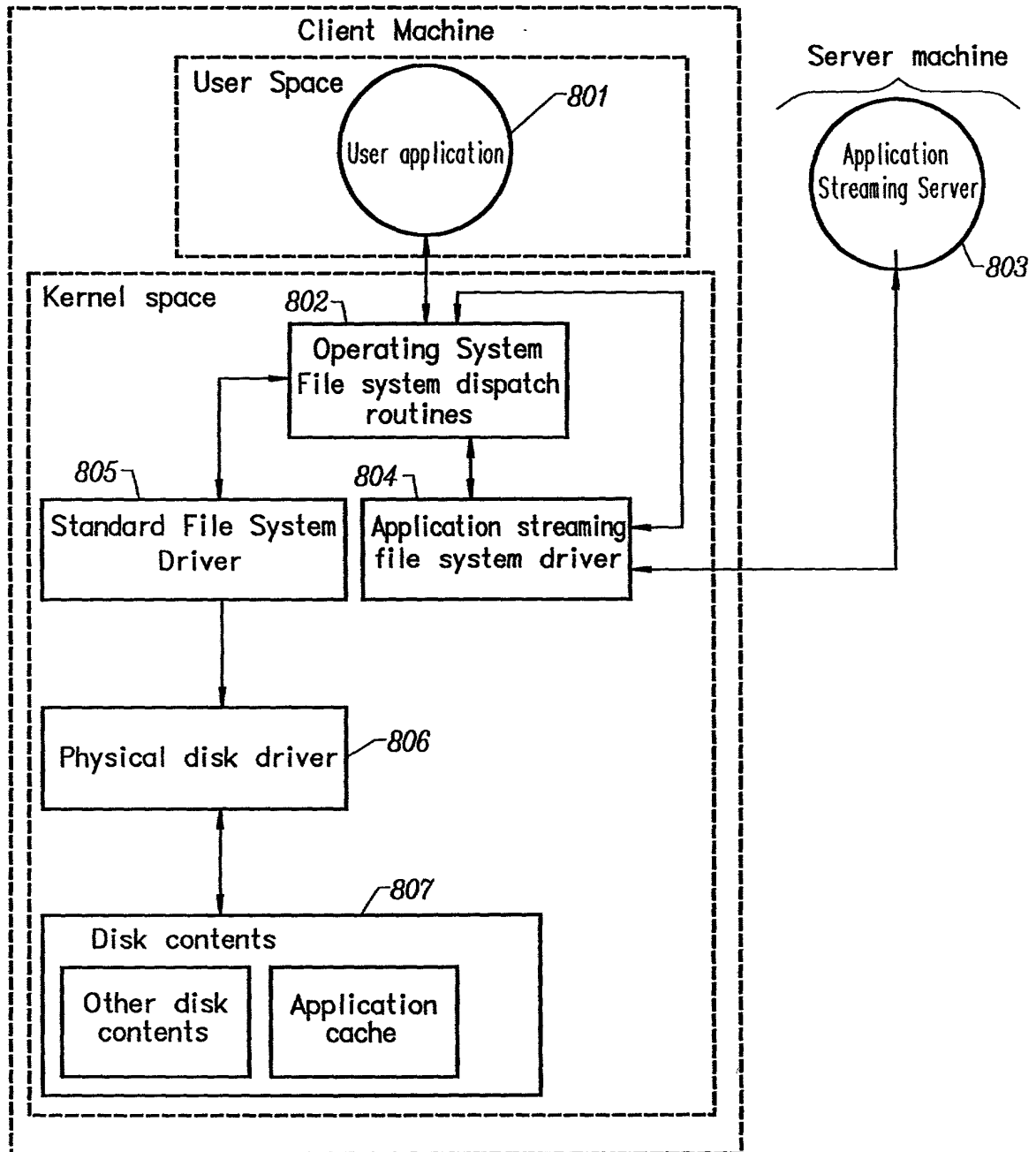


FIG. 8

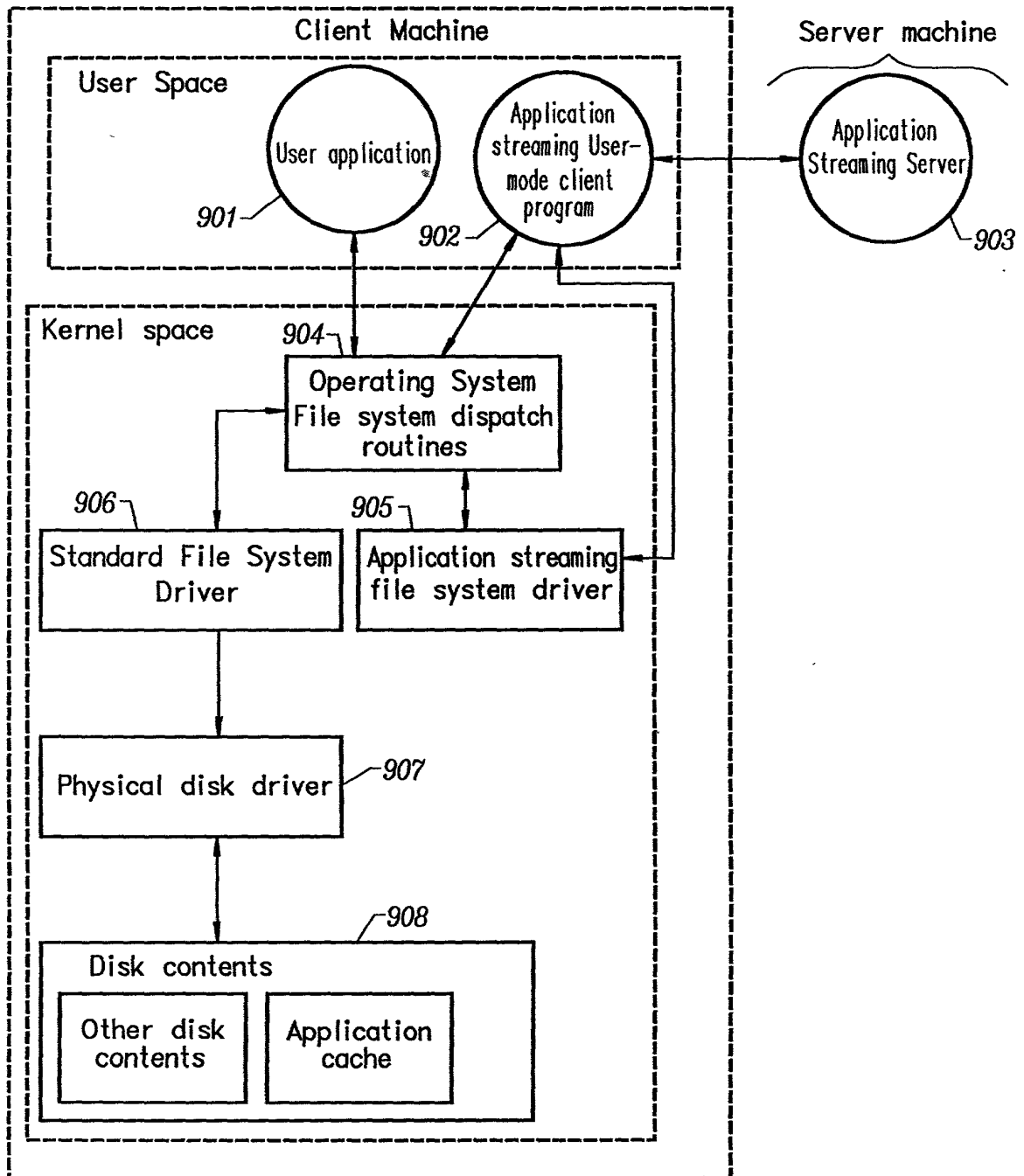


FIG. 9

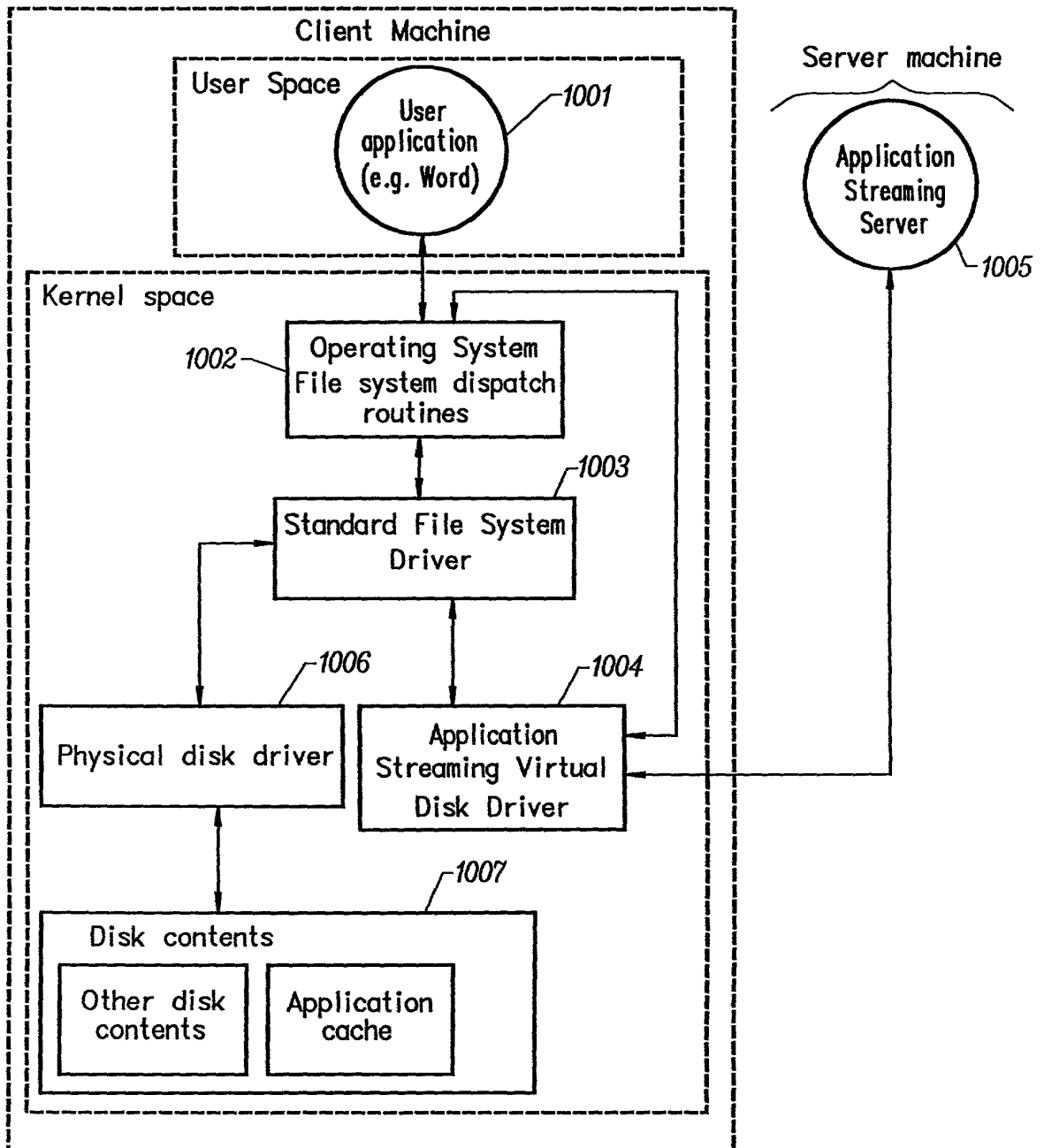


FIG. 10

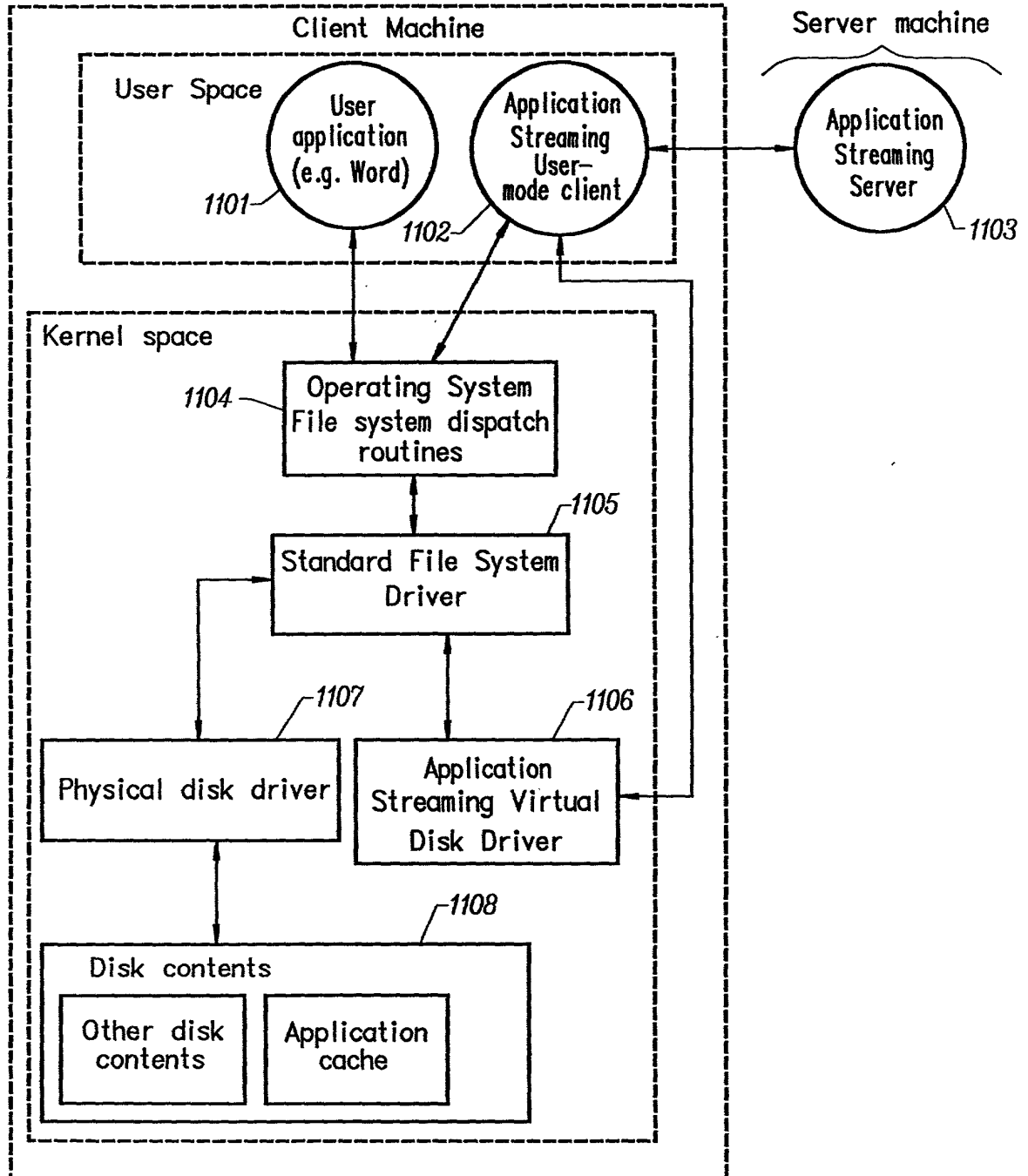
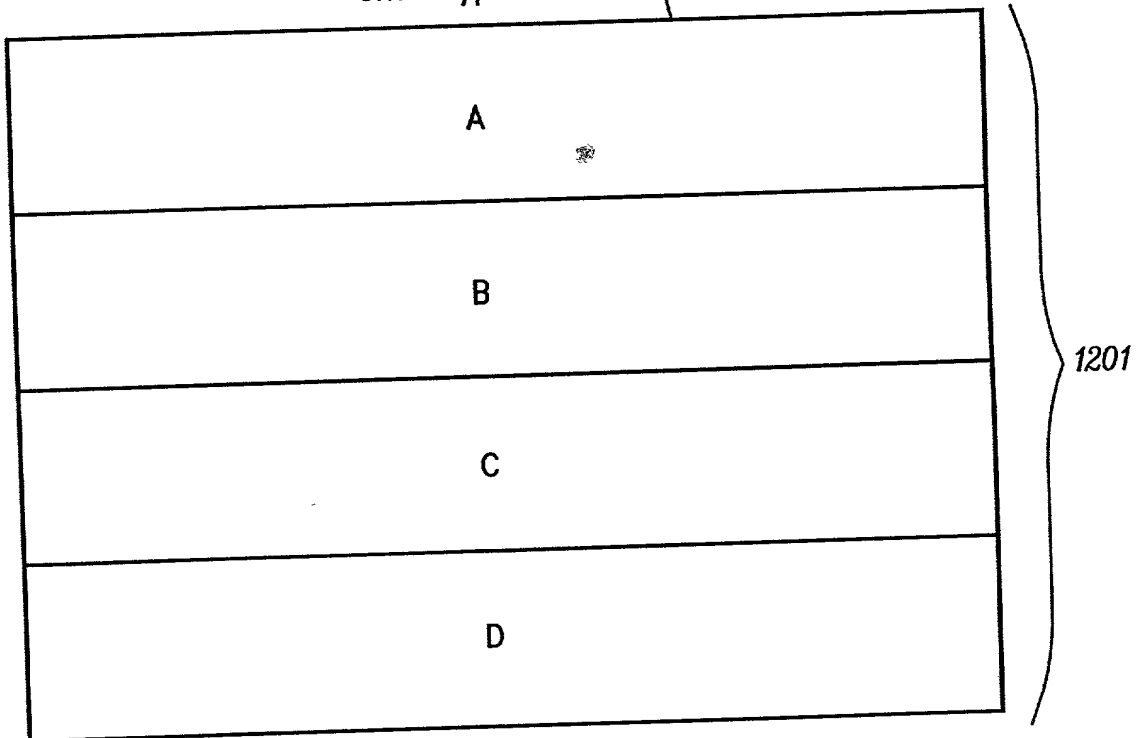


FIG. 11

Unencrypted Cache



Encrypted Cache

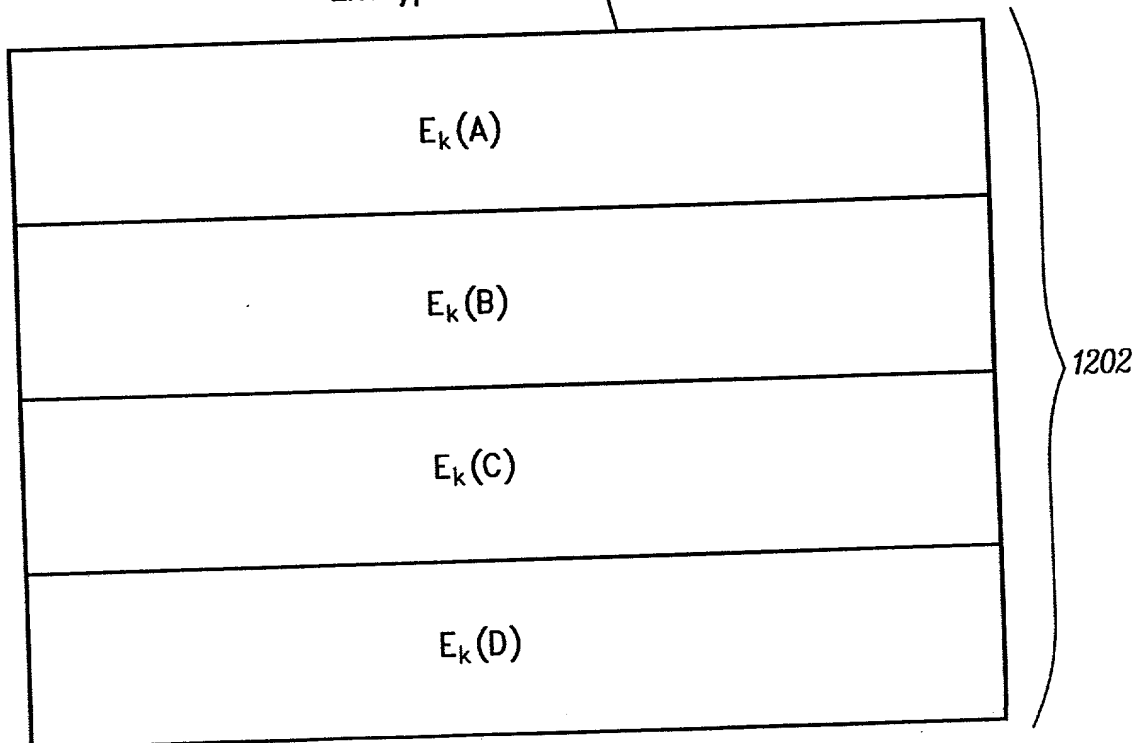


FIG. 12

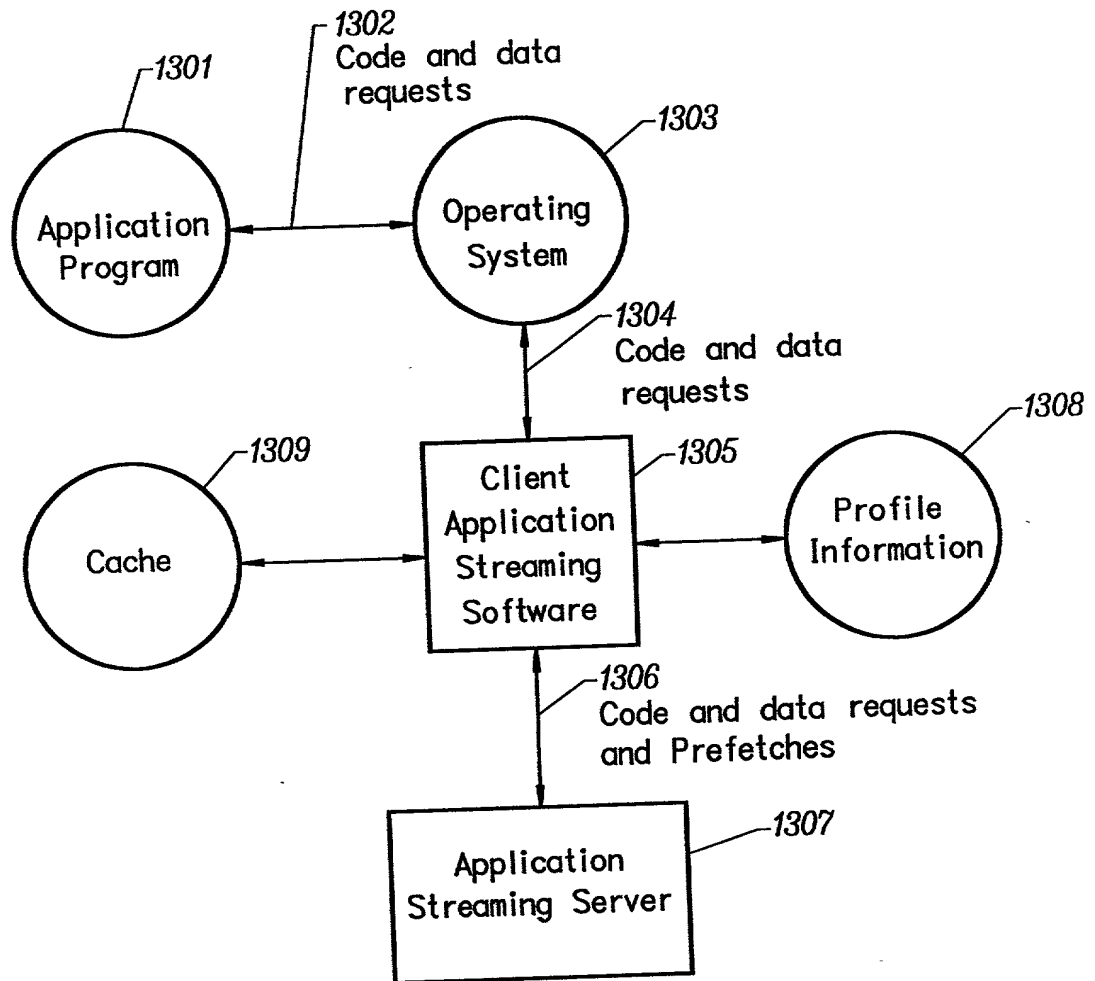


FIG. 13

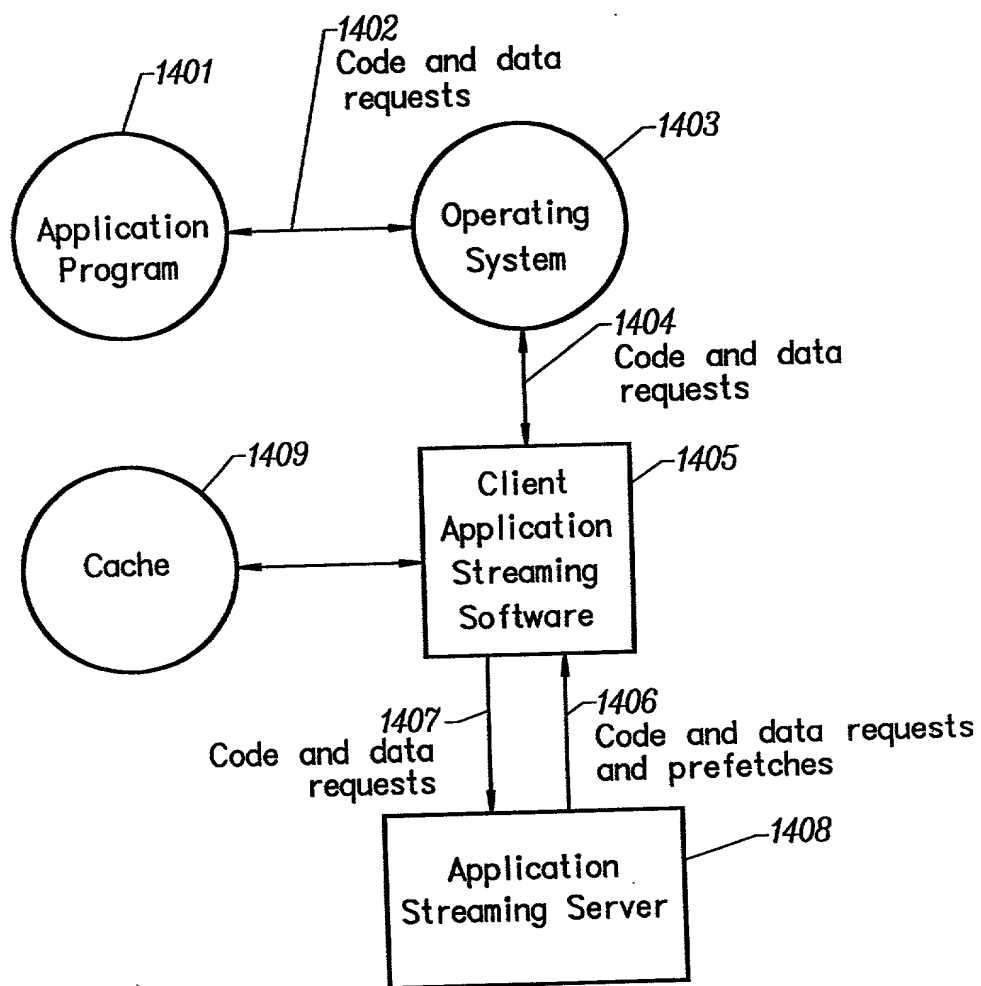


FIG. 14

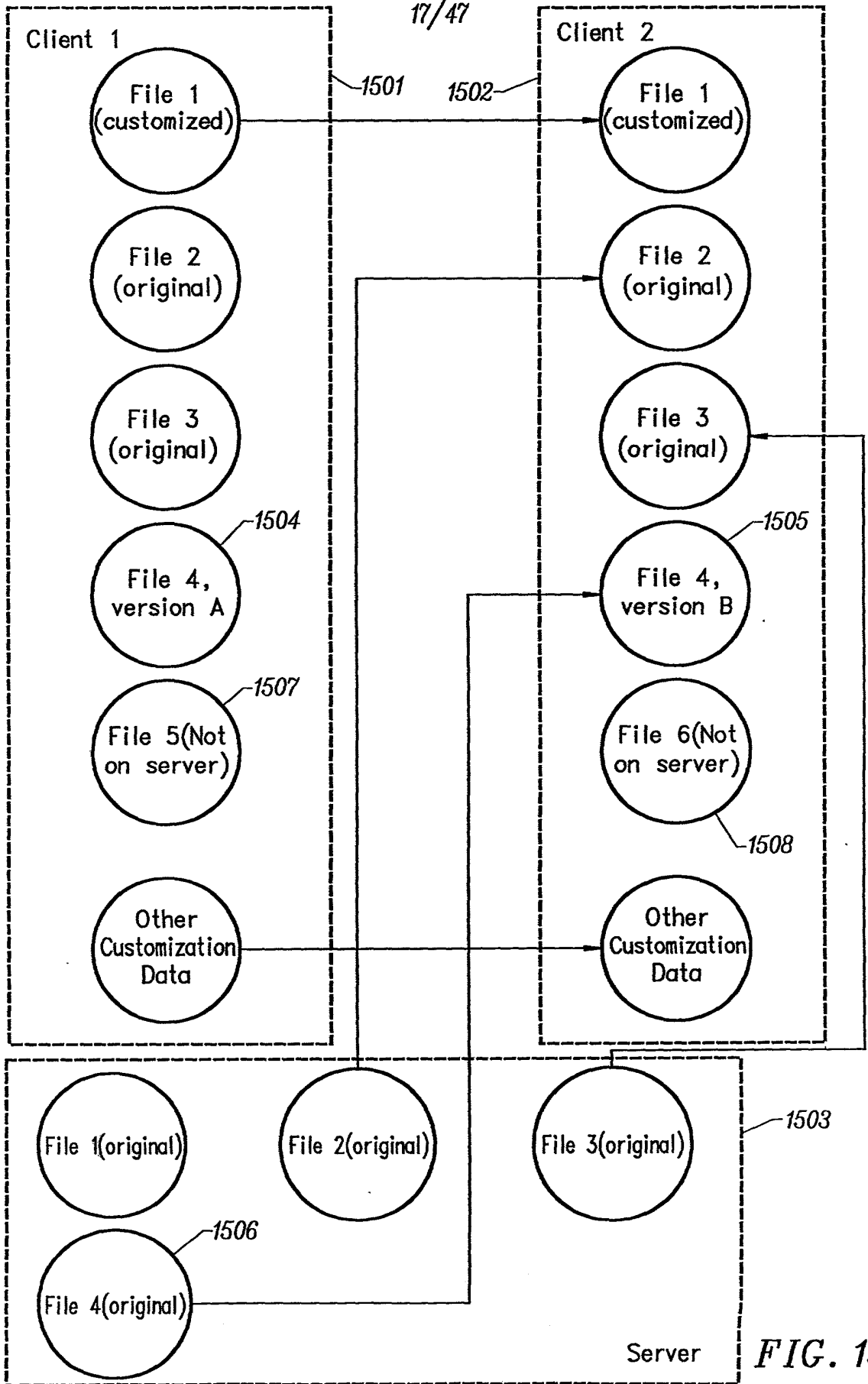


FIG. 15

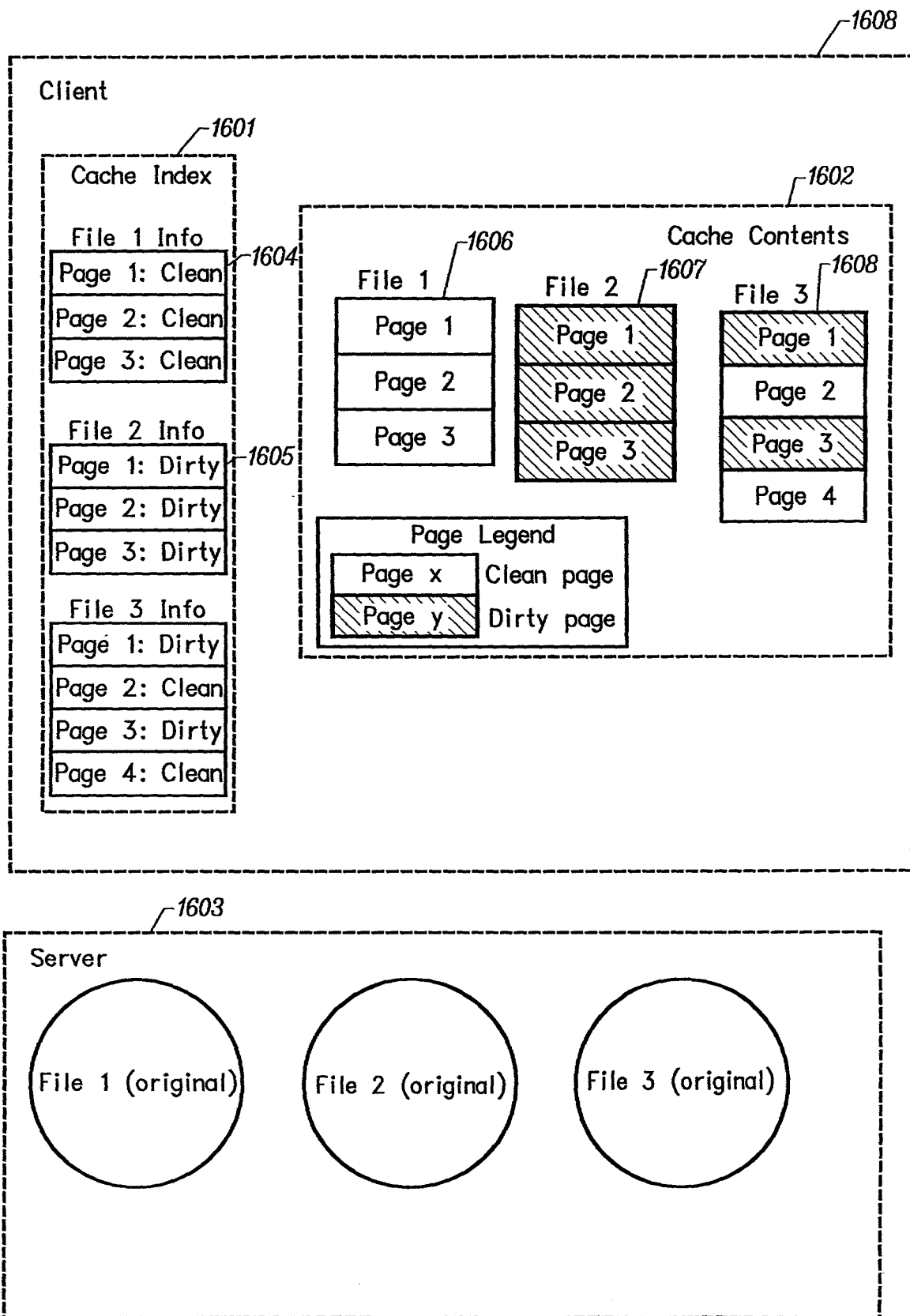


FIG. 16

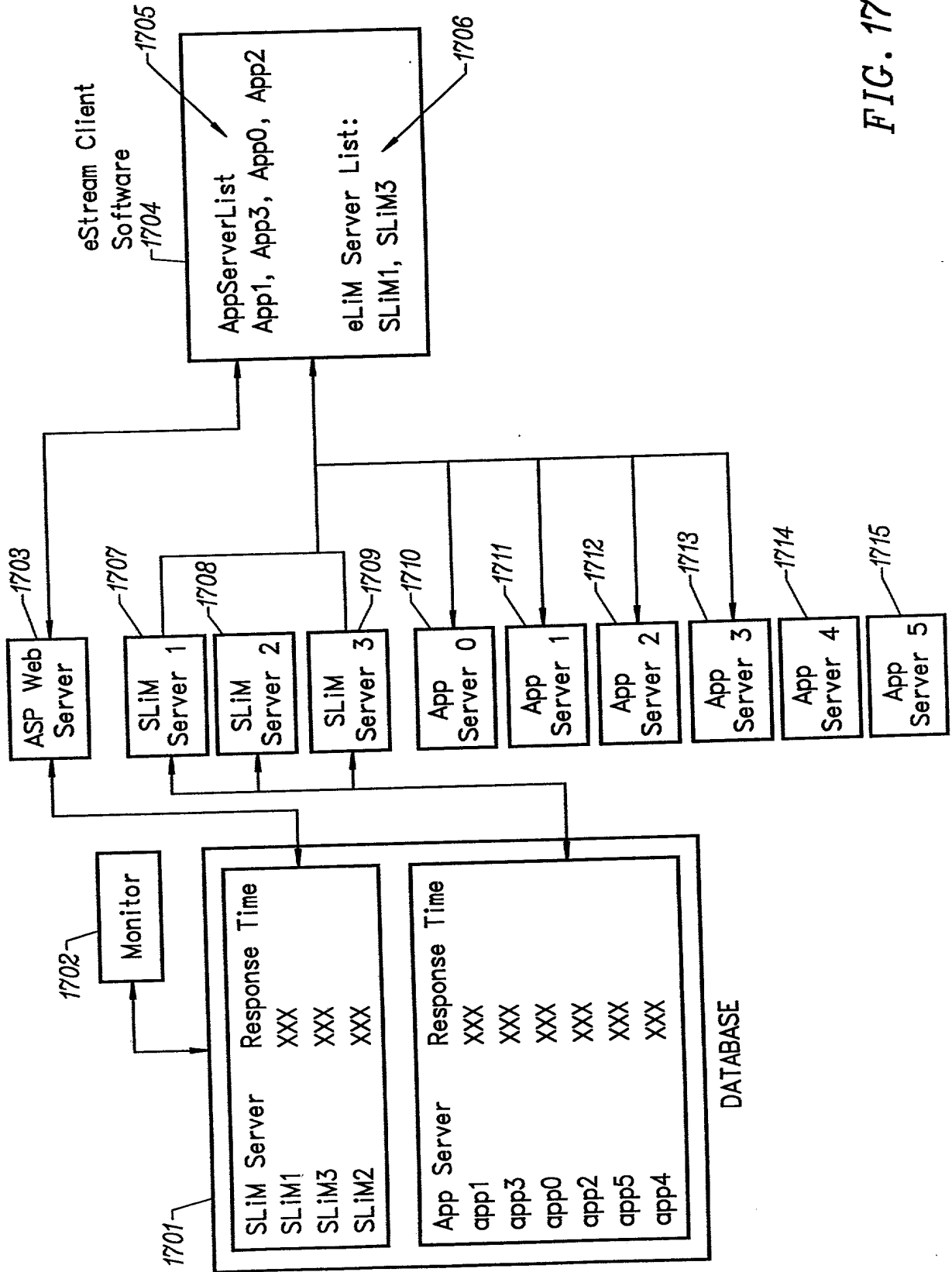
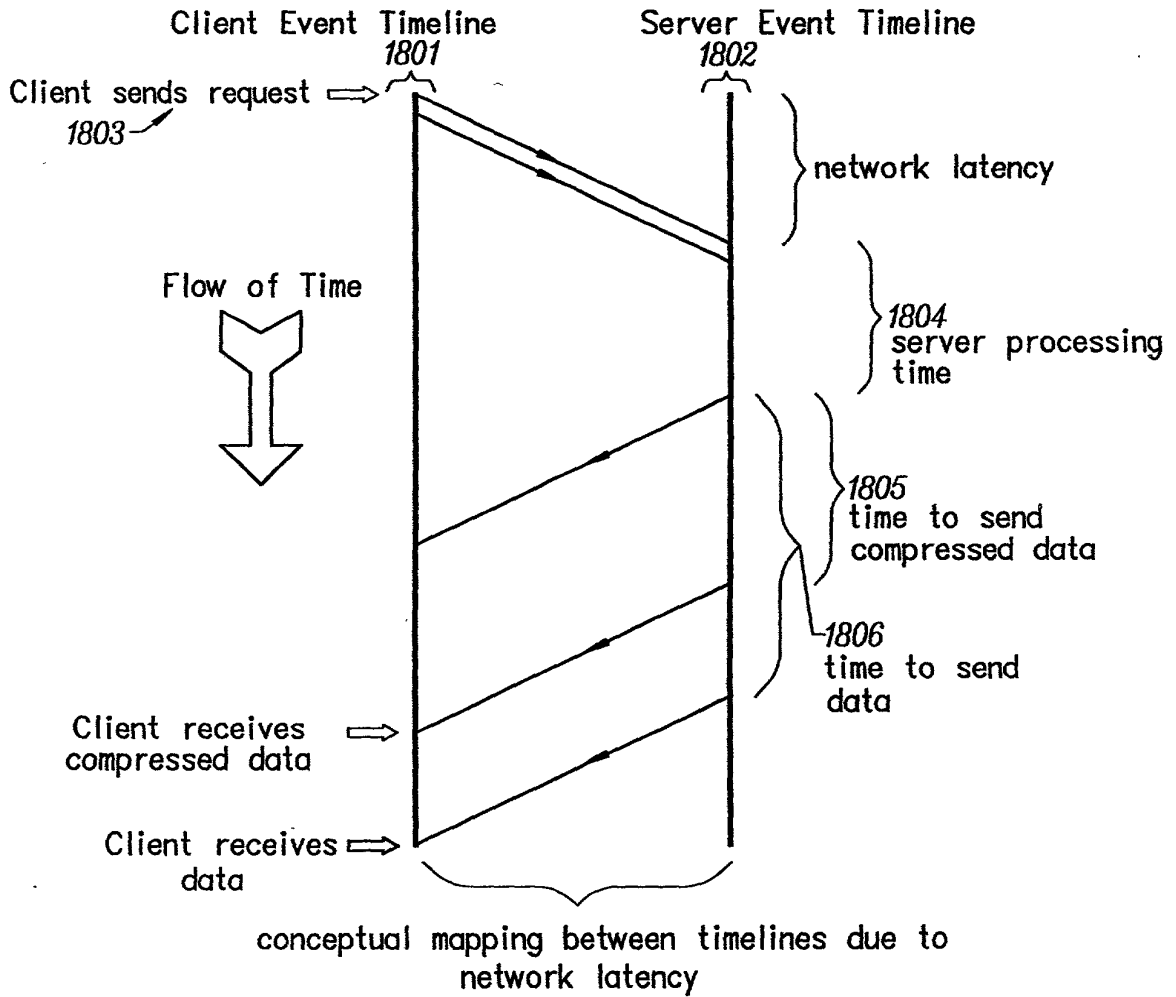


FIG. 17



Client receives data sooner if it is compressed

FIG. 18

Pre-Compression

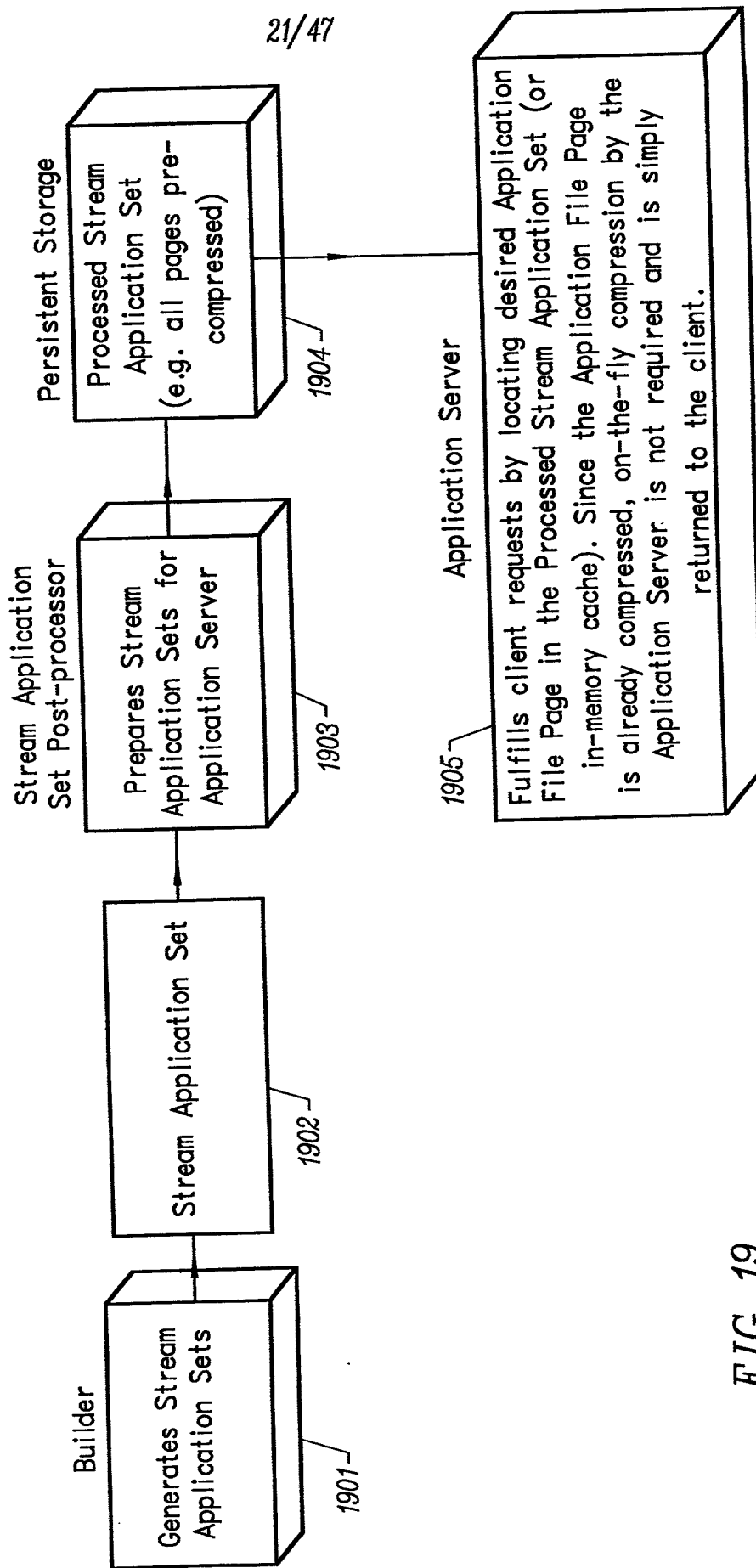
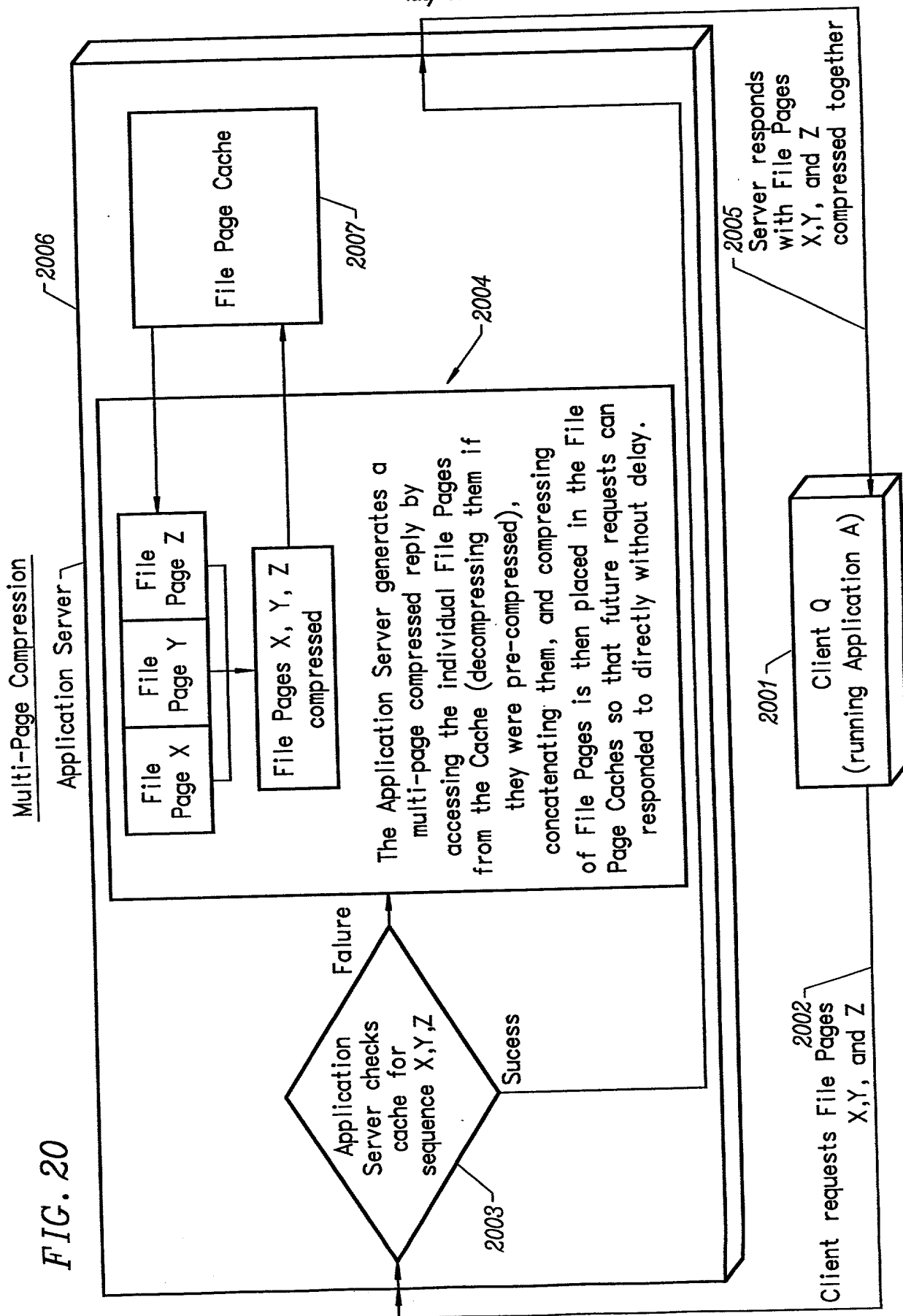


FIG. 19



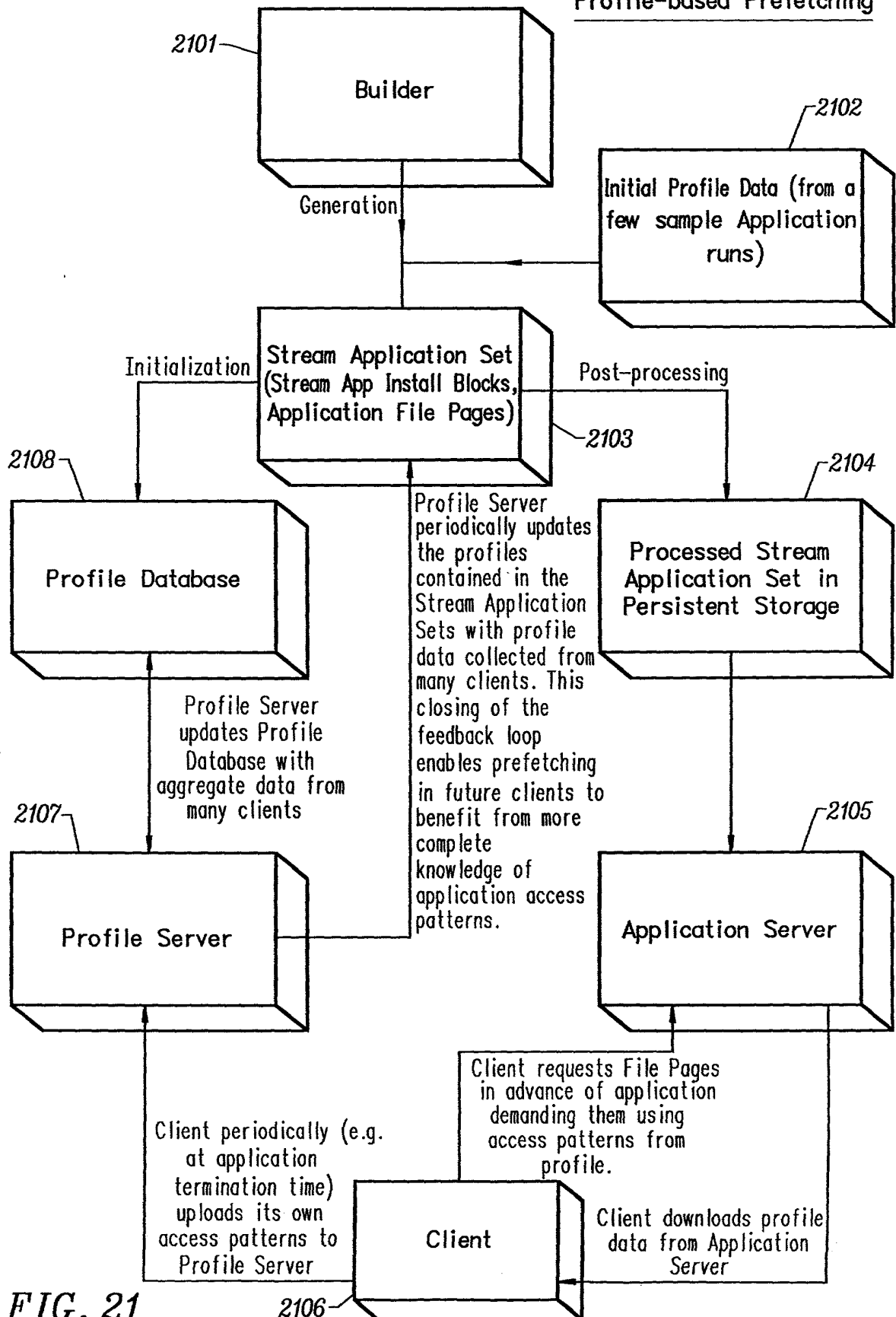
Profile-based Prefetching

FIG. 21

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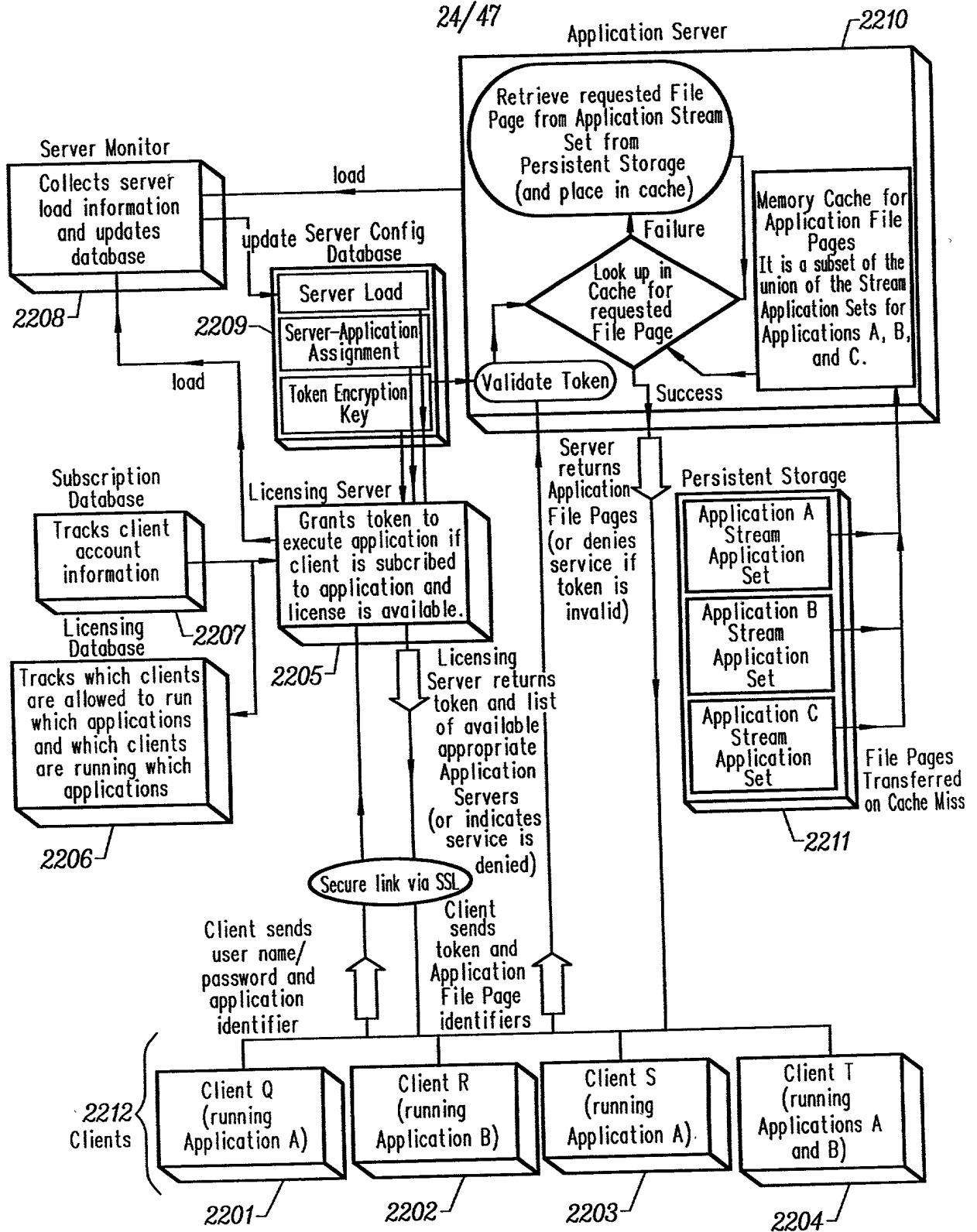


FIG. 22

Builder Install Monitor (IM) Control Flow Diagram

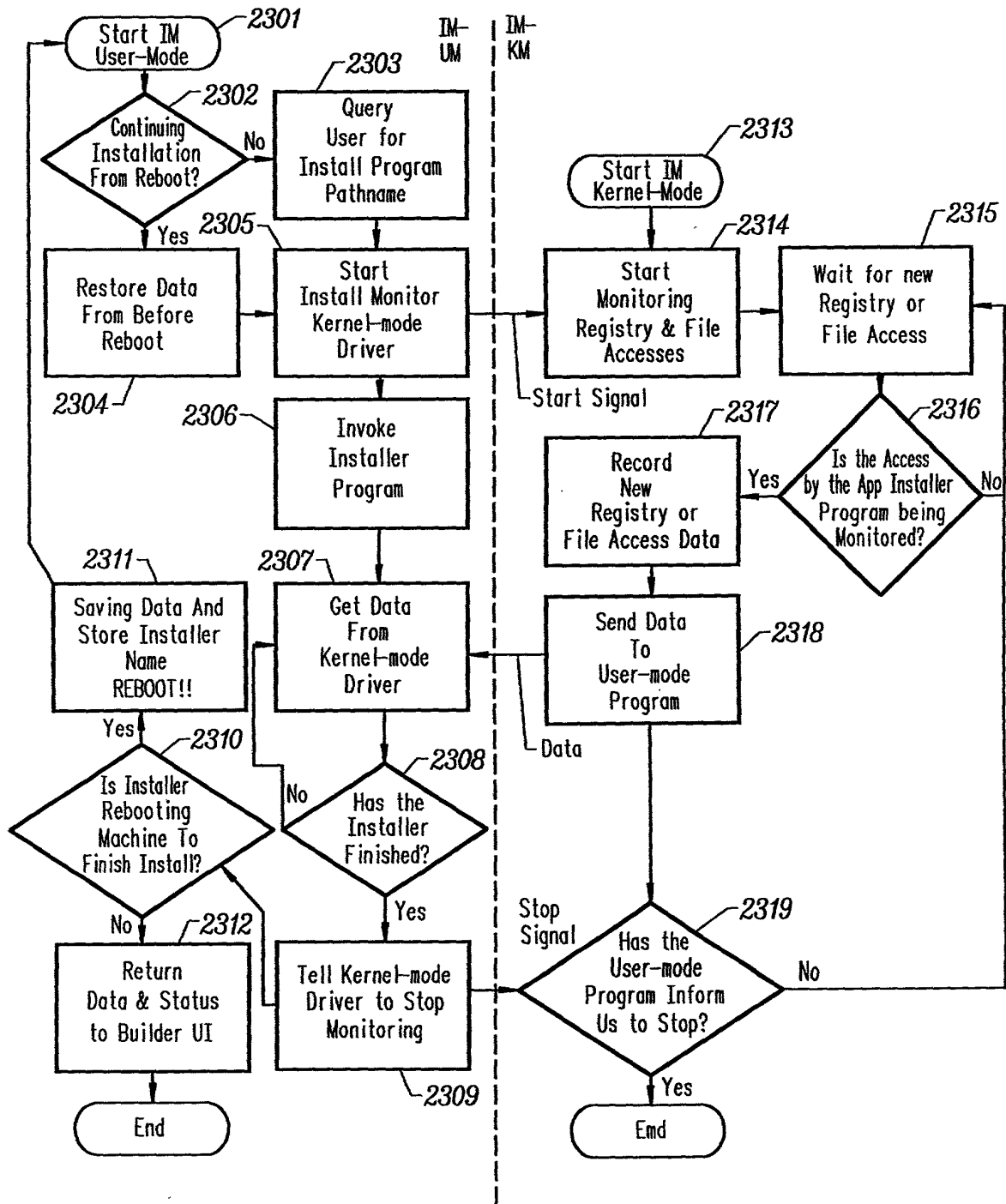


FIG. 23

Builder Application Profiler (AP) Control Flow Diagram

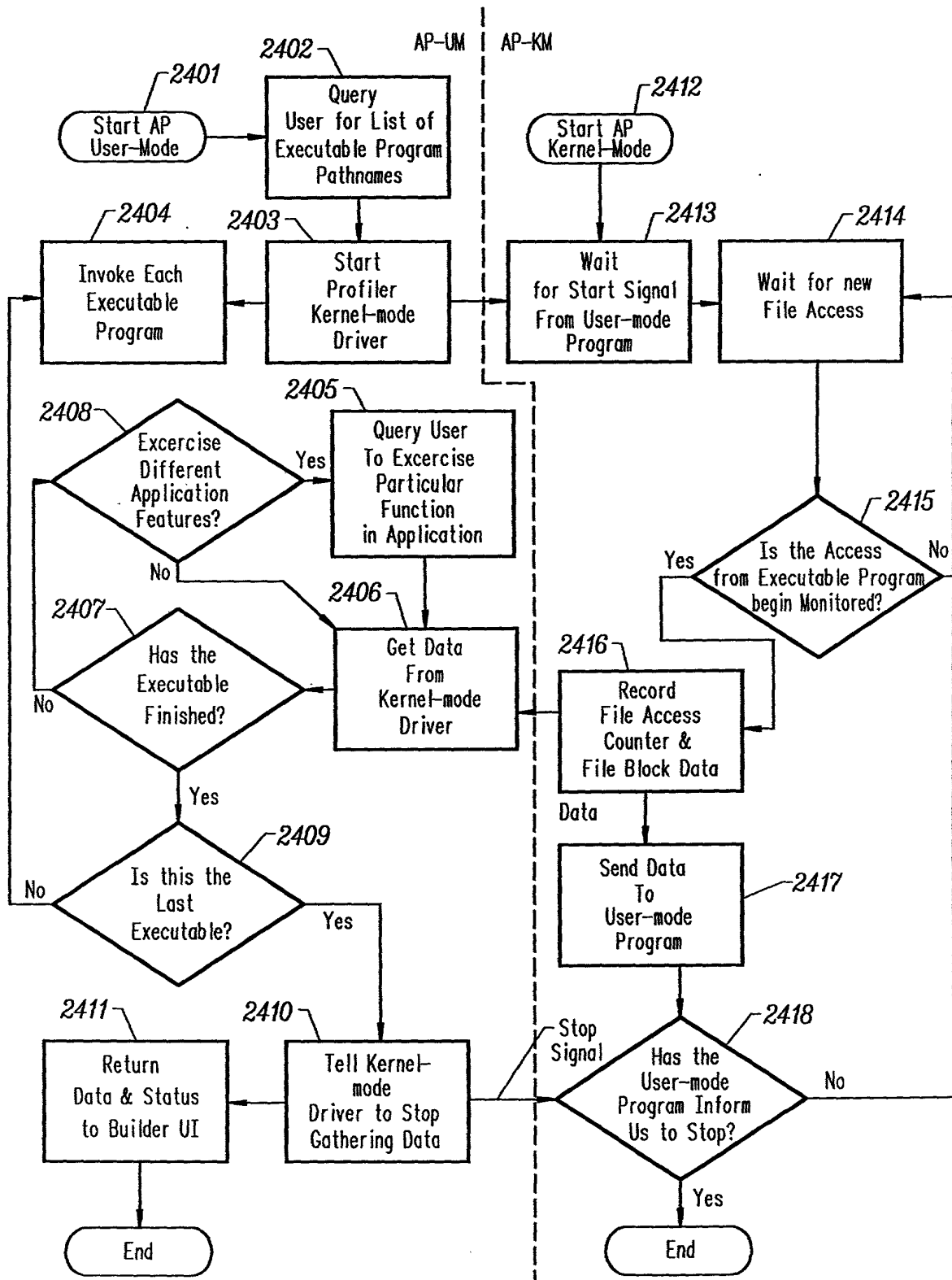


FIG. 24

Builder SAS Packager (SP) Control Flow Diagram

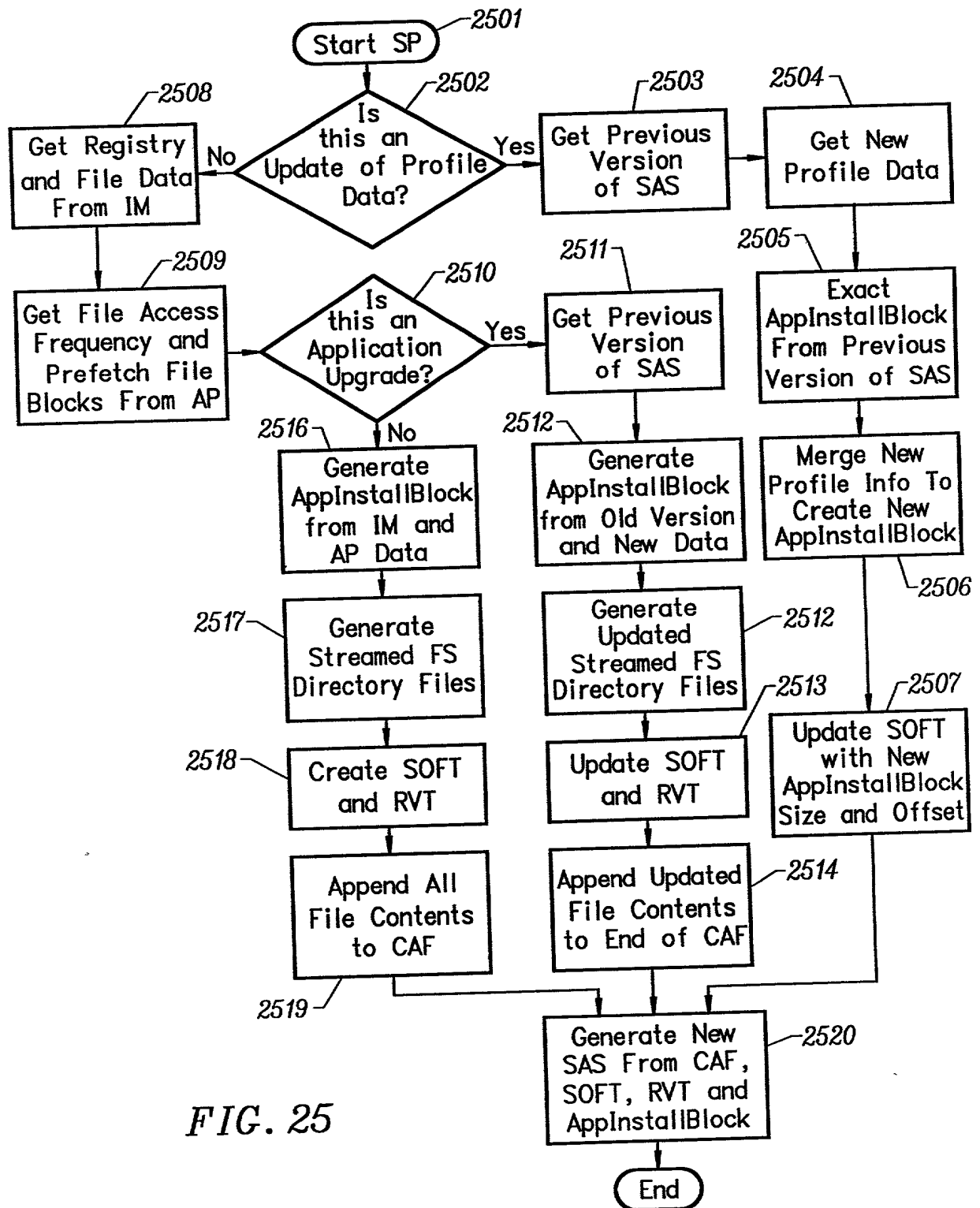


FIG. 25

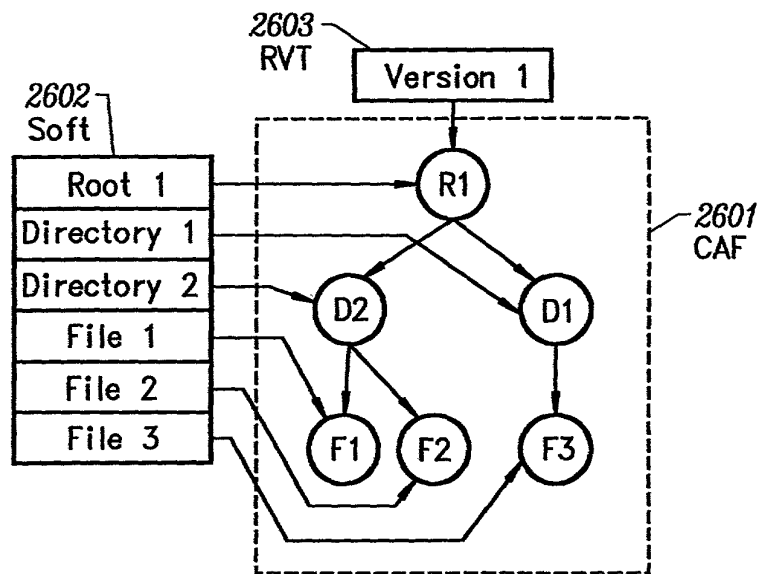


FIG. 26A

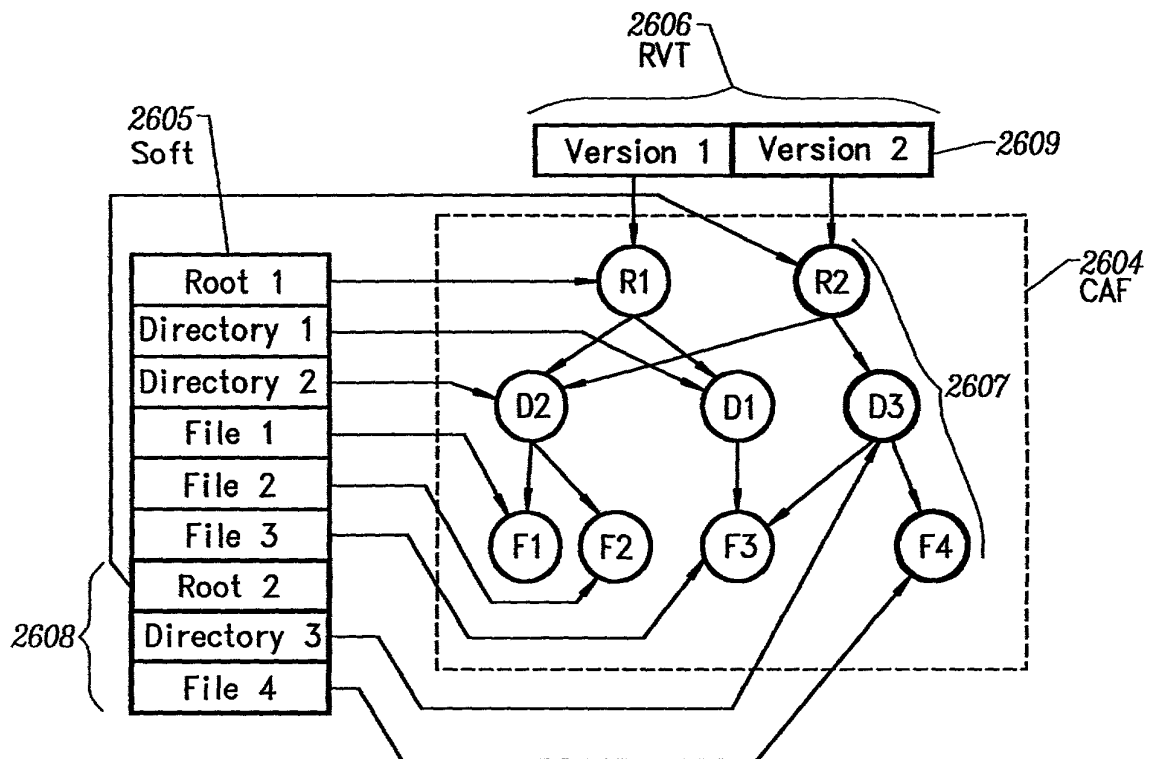


FIG. 26B

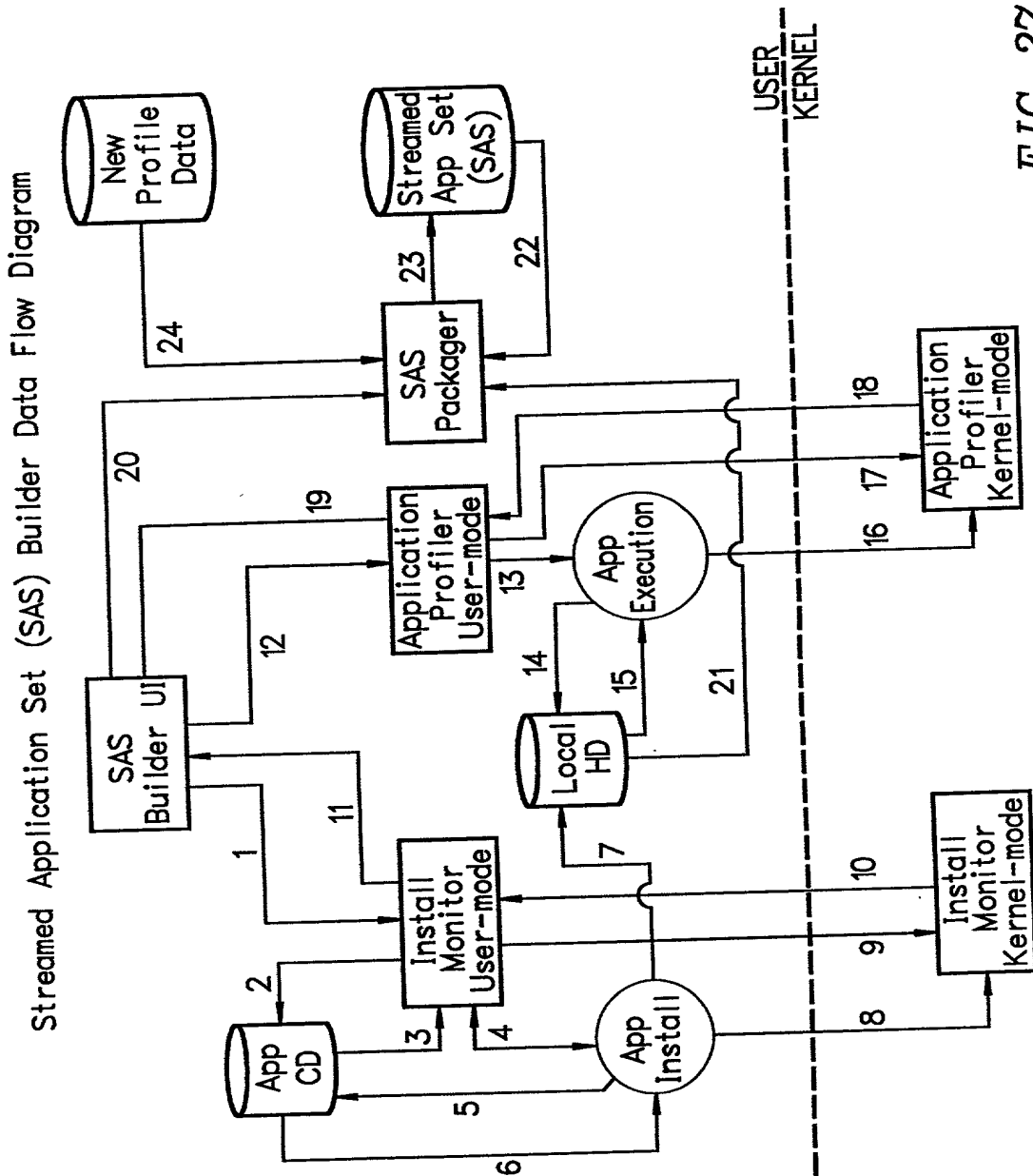


FIG. 27

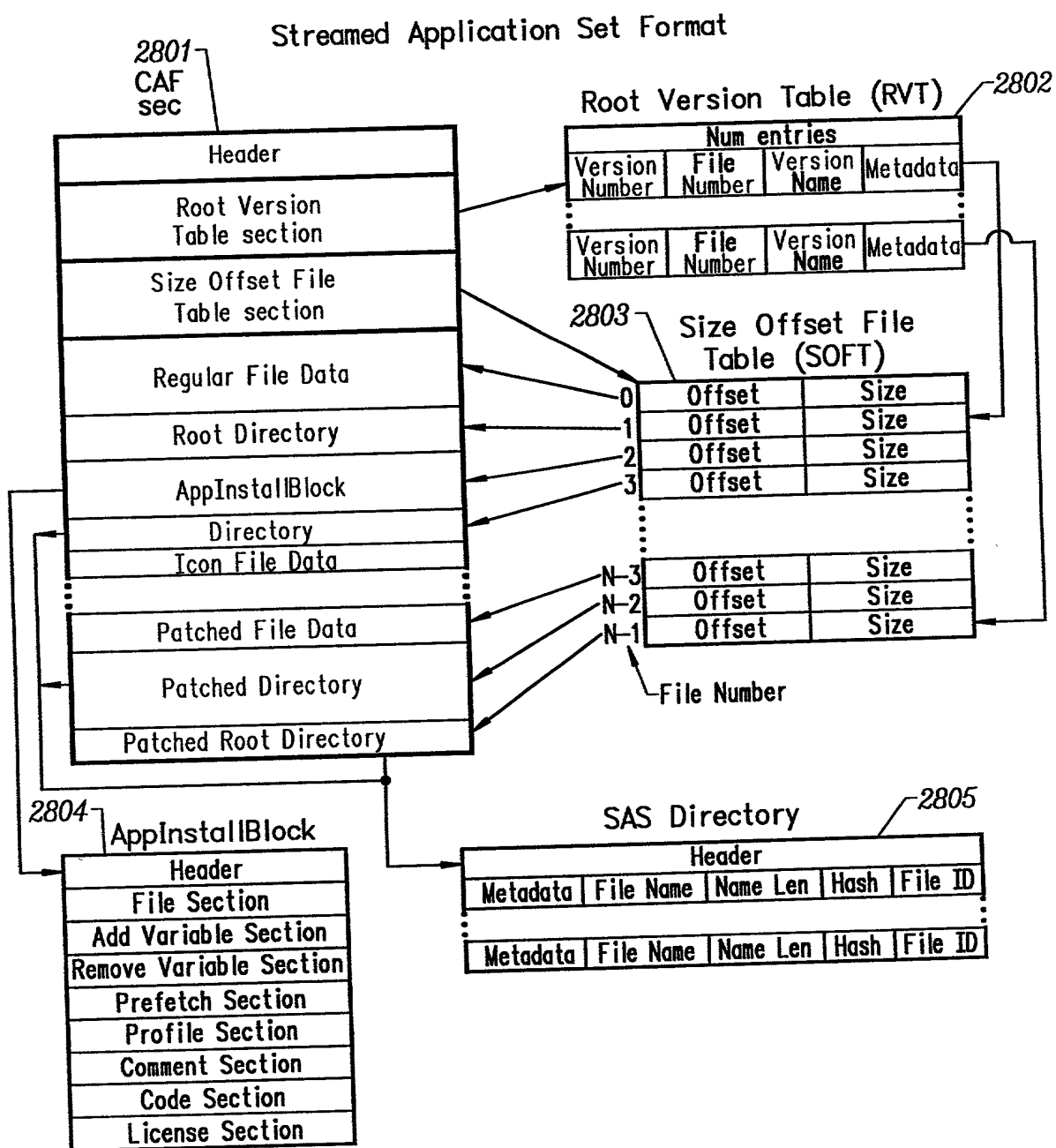


FIG. 28

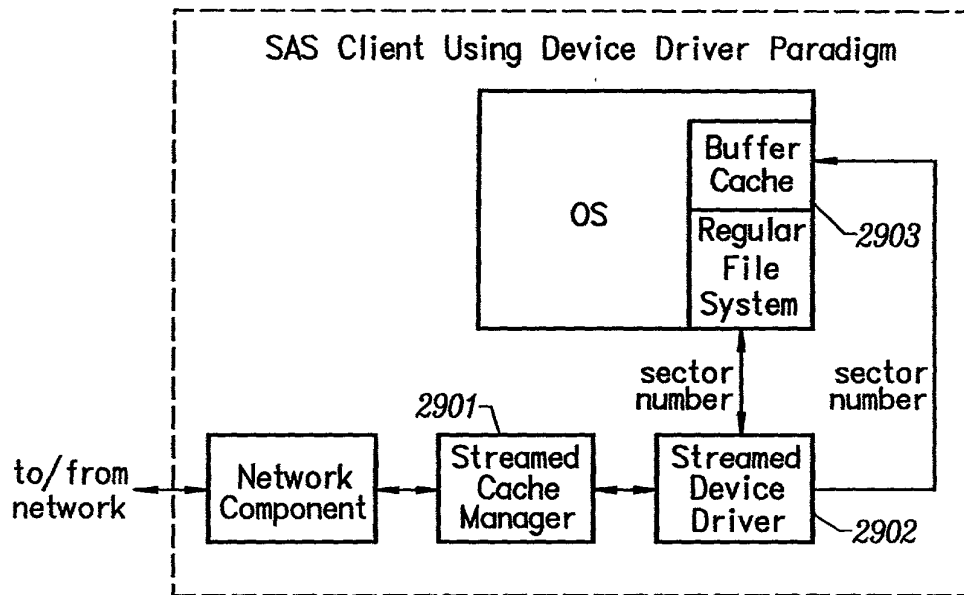


FIG. 29

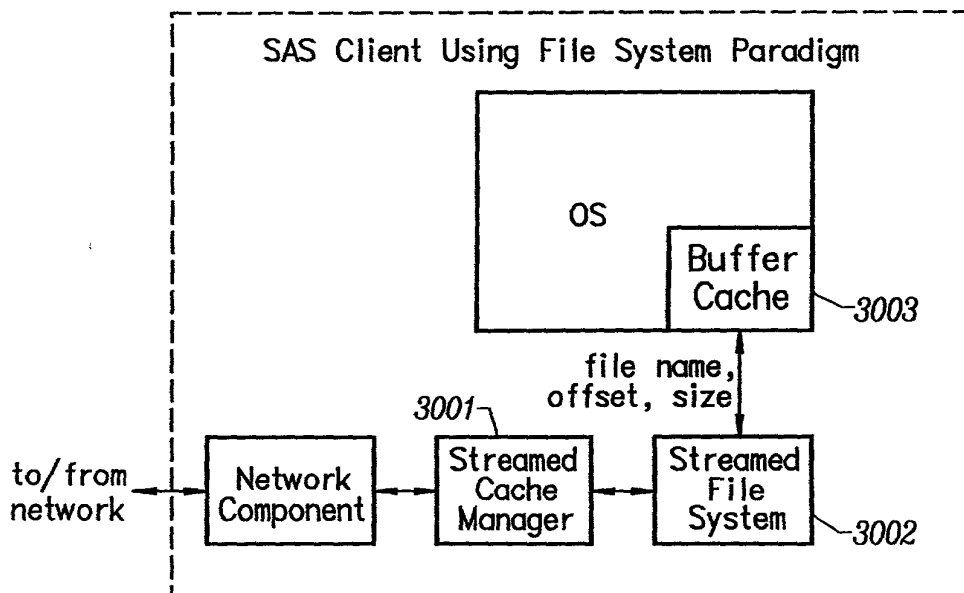


FIG. 30

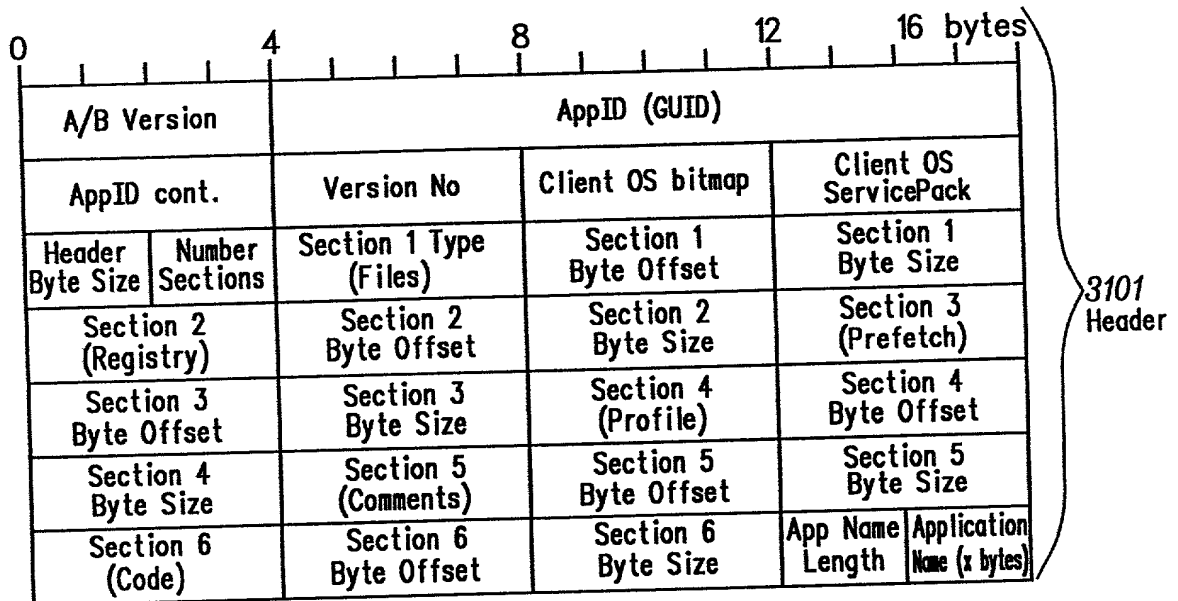


FIG. 31A

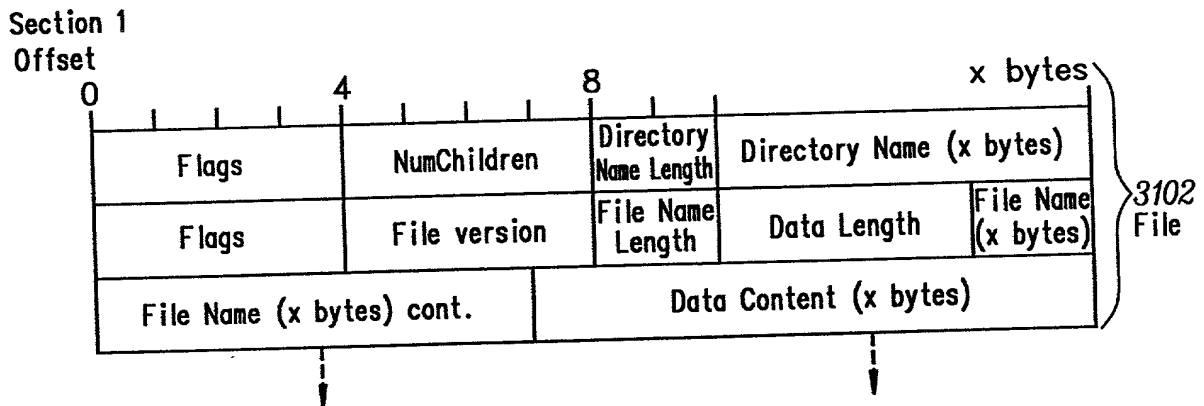


FIG. 31B

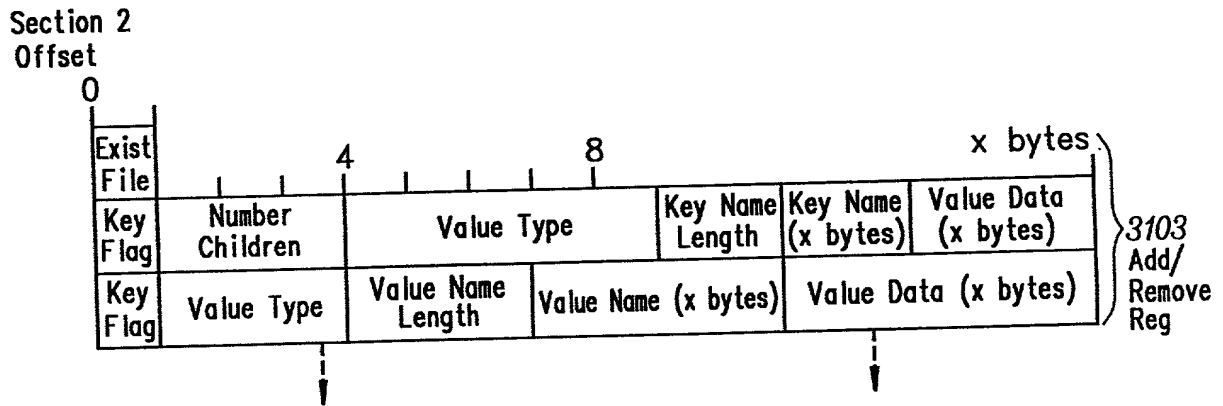


FIG. 31C

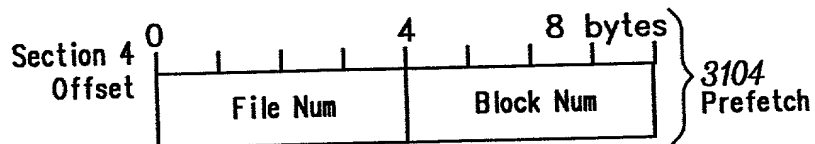


FIG. 31D

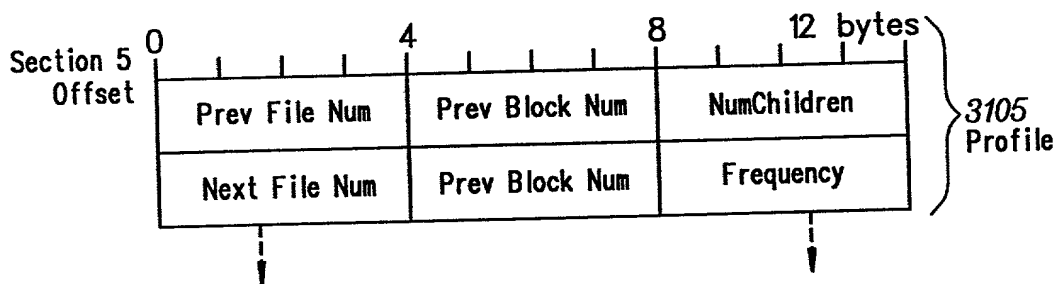


FIG. 31E

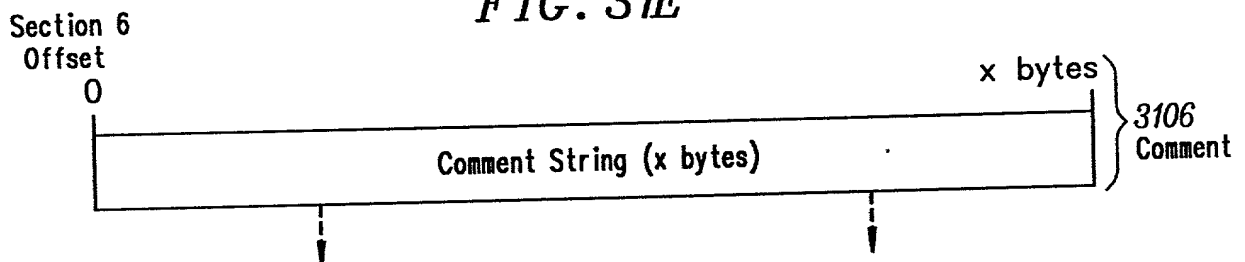


FIG. 31F

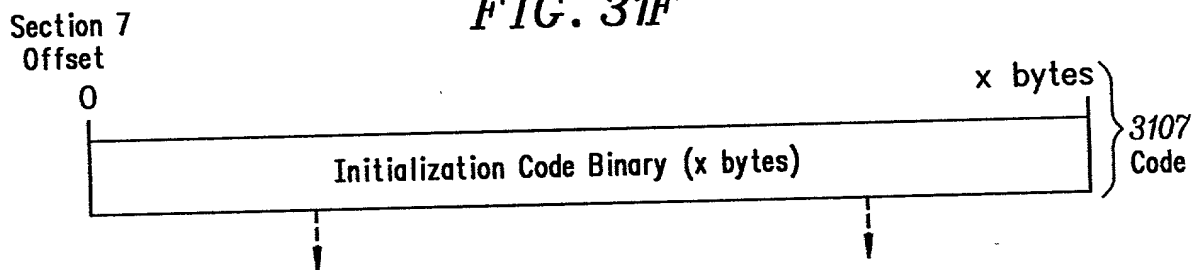


FIG. 31G

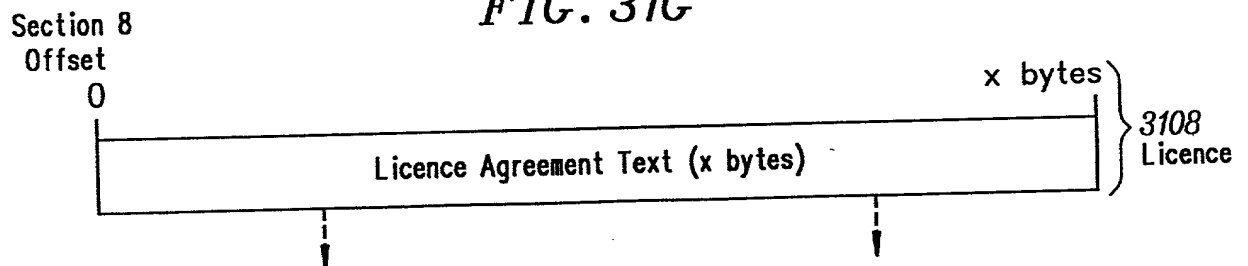


FIG. 31H

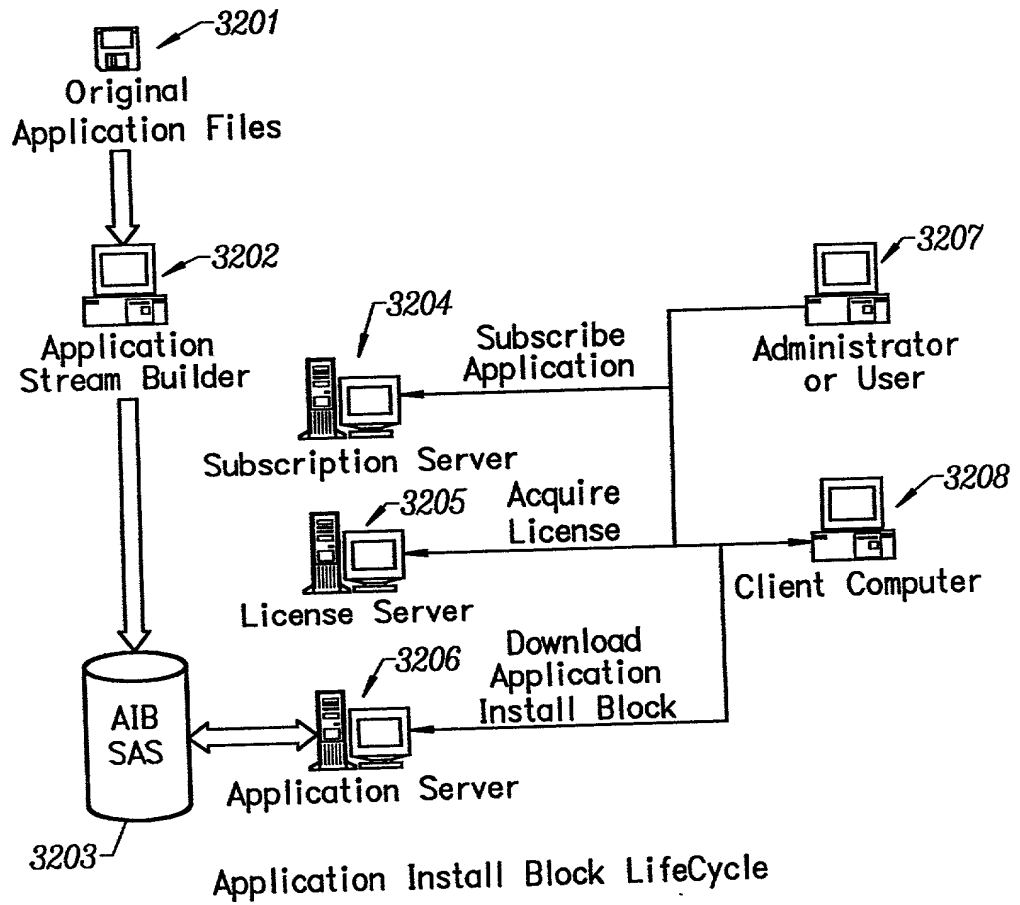


FIG. 32

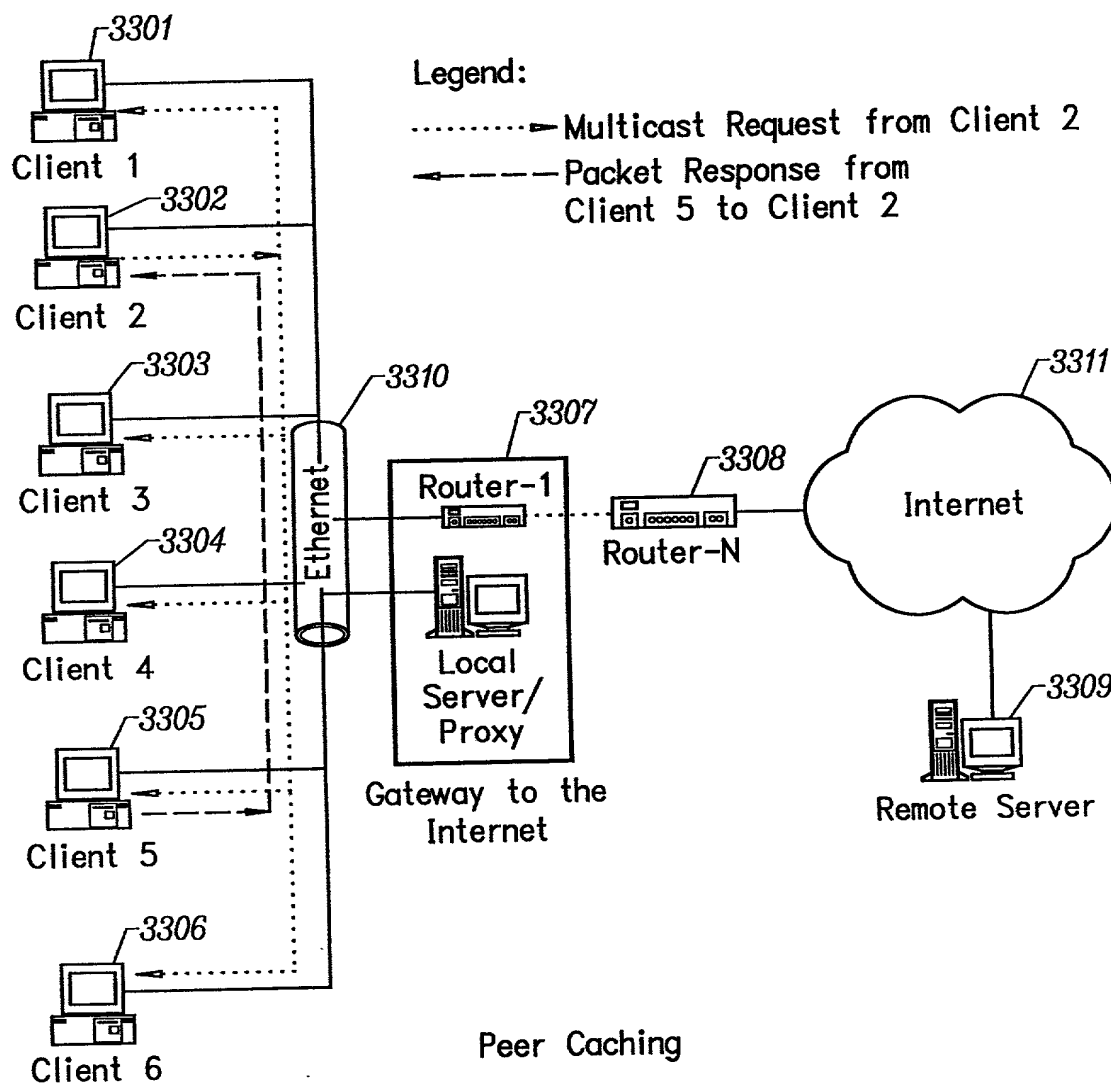


FIG. 33

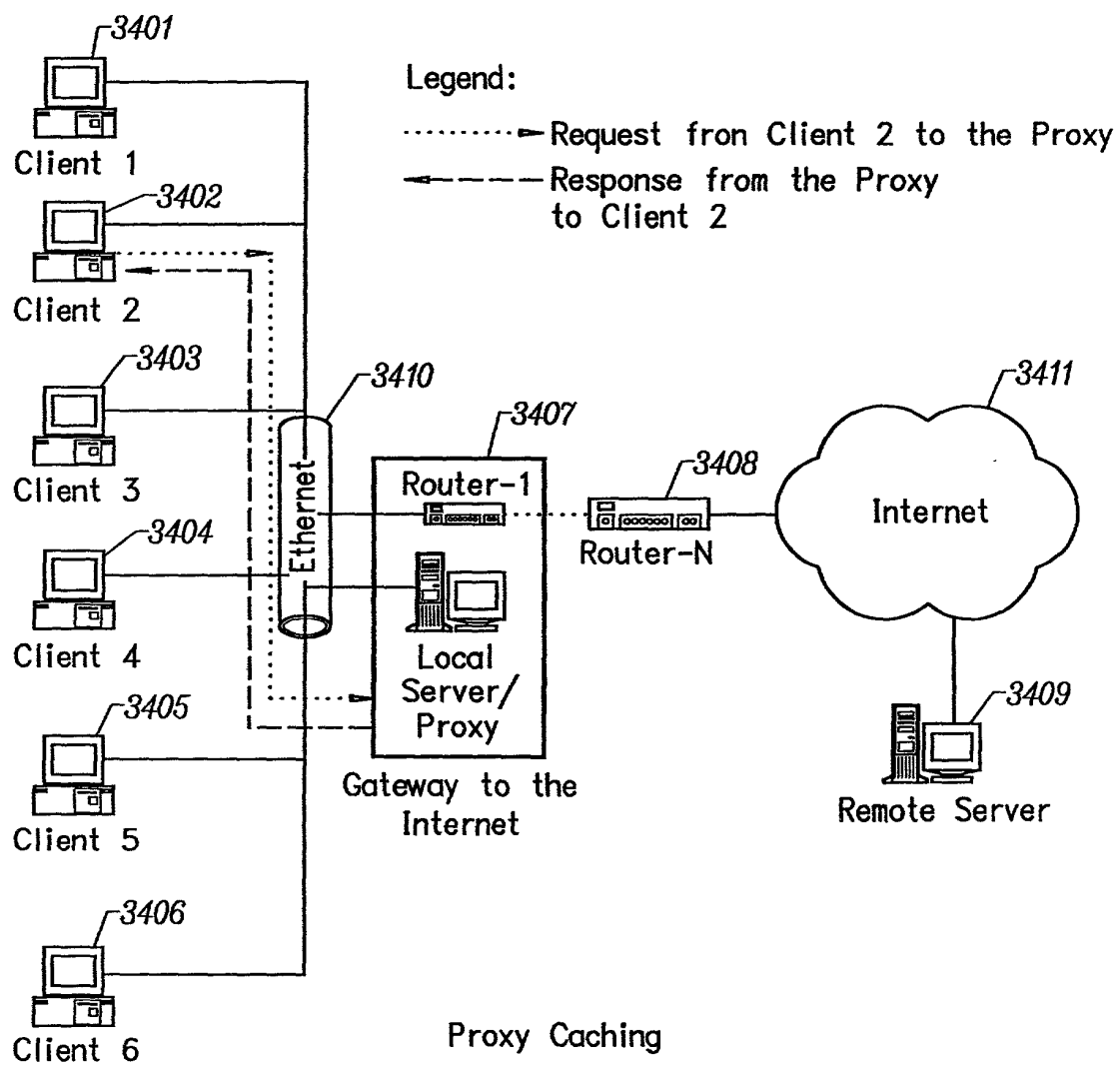
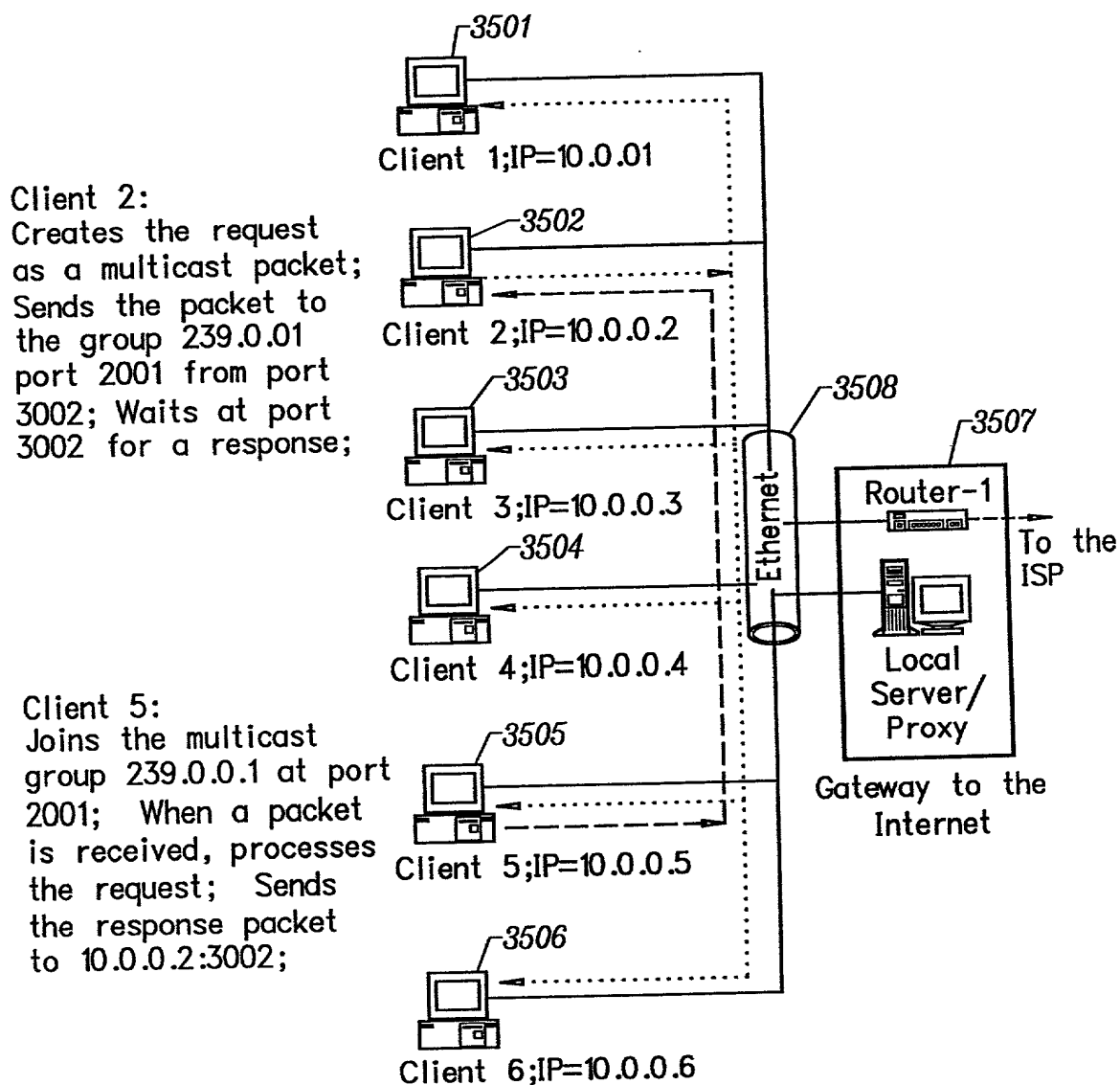


FIG. 34

Legend:

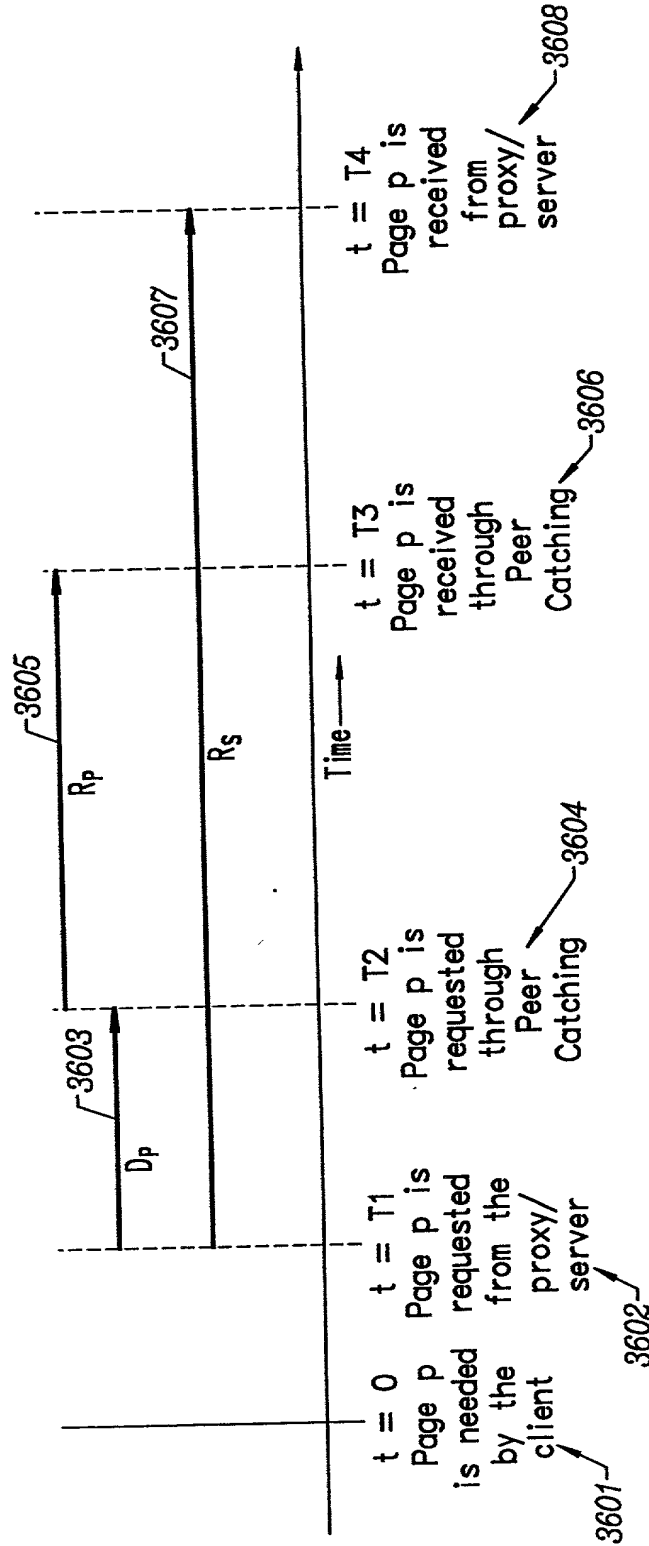
-► Multicast Packet from Client 2
 ←----- Diagram packet from Client 5 to Client 2



Multicast within a LAN
 and Packet Protocol

FIG. 35

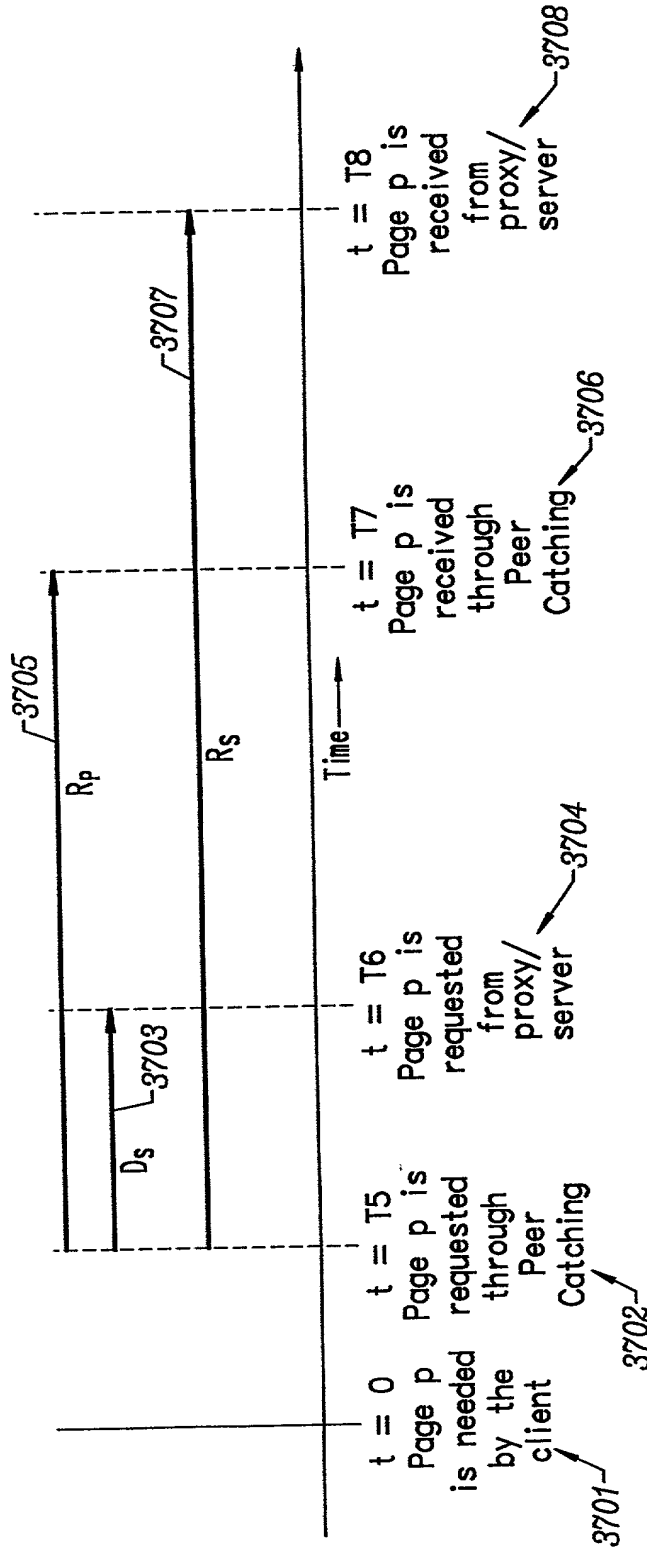
D_p = Delay before using Peer Catching
 R_p = Response time of Peer Catching
 R_s = Response time of the proxy/server



Concurrent Requesting - Proxy First

FIG. 36

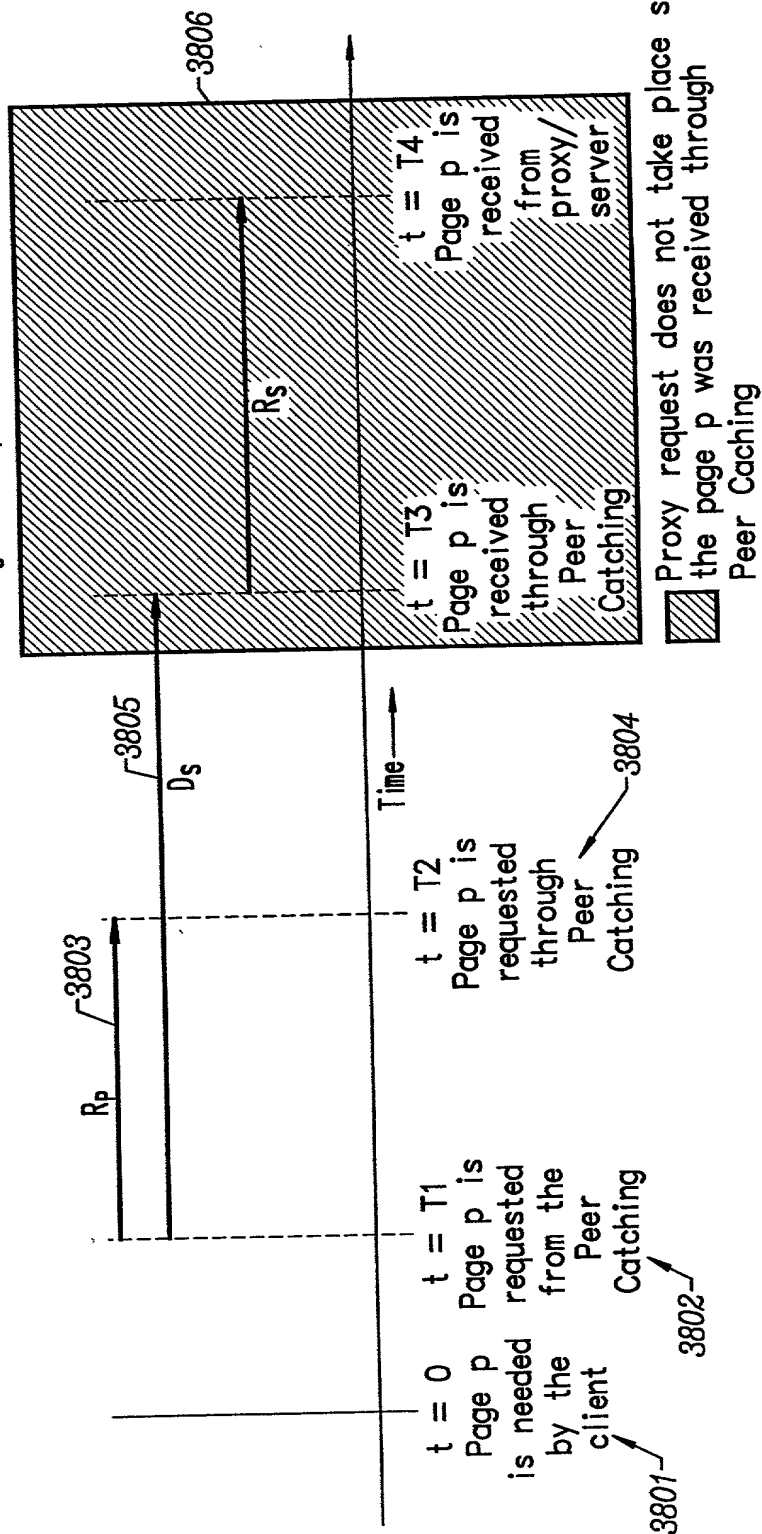
D_s = Delay before requesting proxy/server
 R_p = Response time through Peer Caching
 R_s = Response time of the proxy/server



Concurrent Requesting - Peer Caching First

FIG. 37

D_s = Delay before requesting proxy/server
 R_p = Response time through Peer Caching
 R_s = Response time of the proxy/server

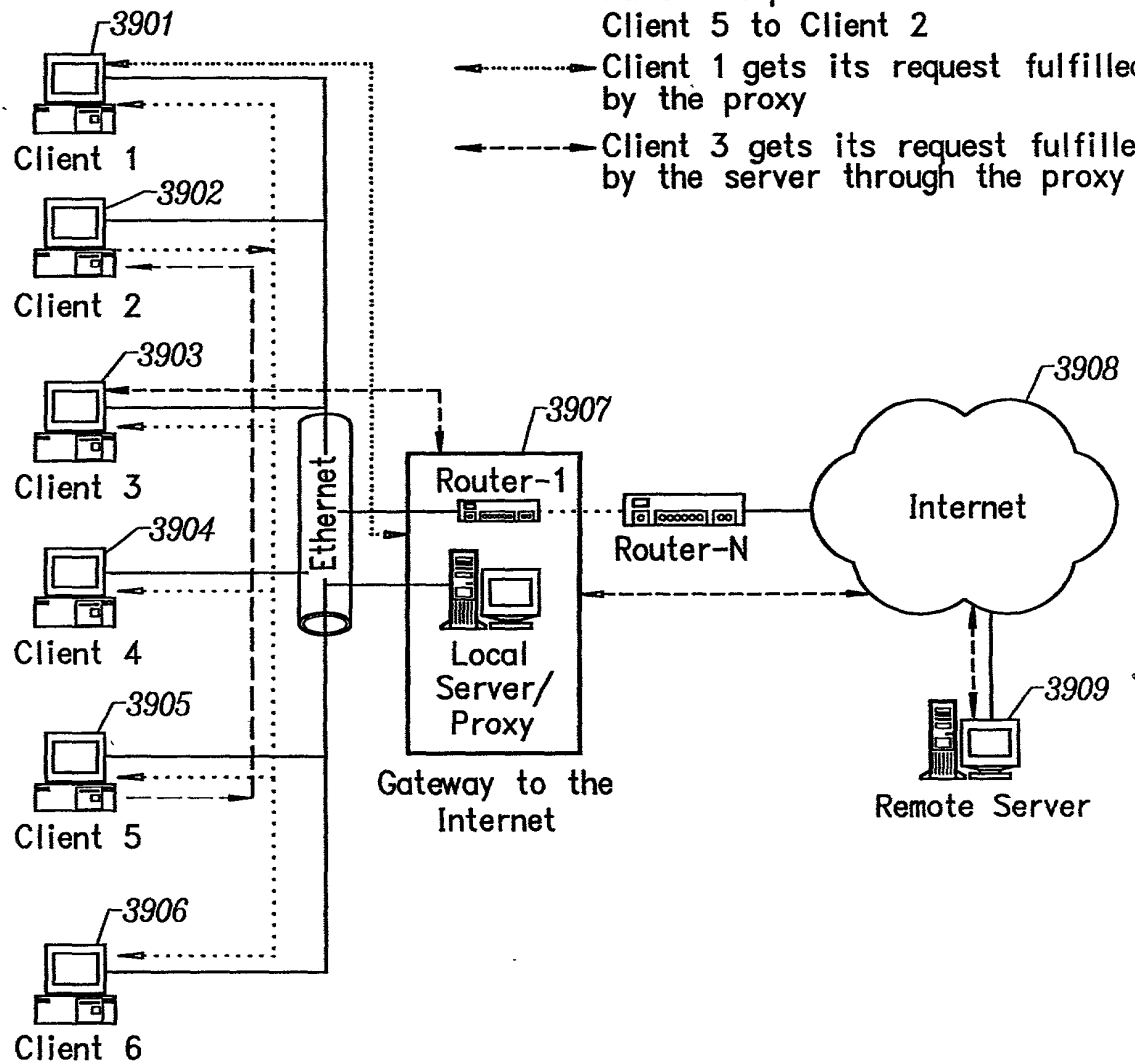


Concurrent Requesting - Peer Caching Only

FIG. 38

Legend:

-► Multicast Request from Client 2
- ←--- Packet Response from Client 5 to Client 2
- ←..... Client 1 gets its request fulfilled by the proxy
- ←--- Client 3 gets its request fulfilled by the server through the proxy



Client-Server System with Peer
and Proxy Caching

FIG. 39

Preventing Piracy of Remotely Served, Locally Executed Applications

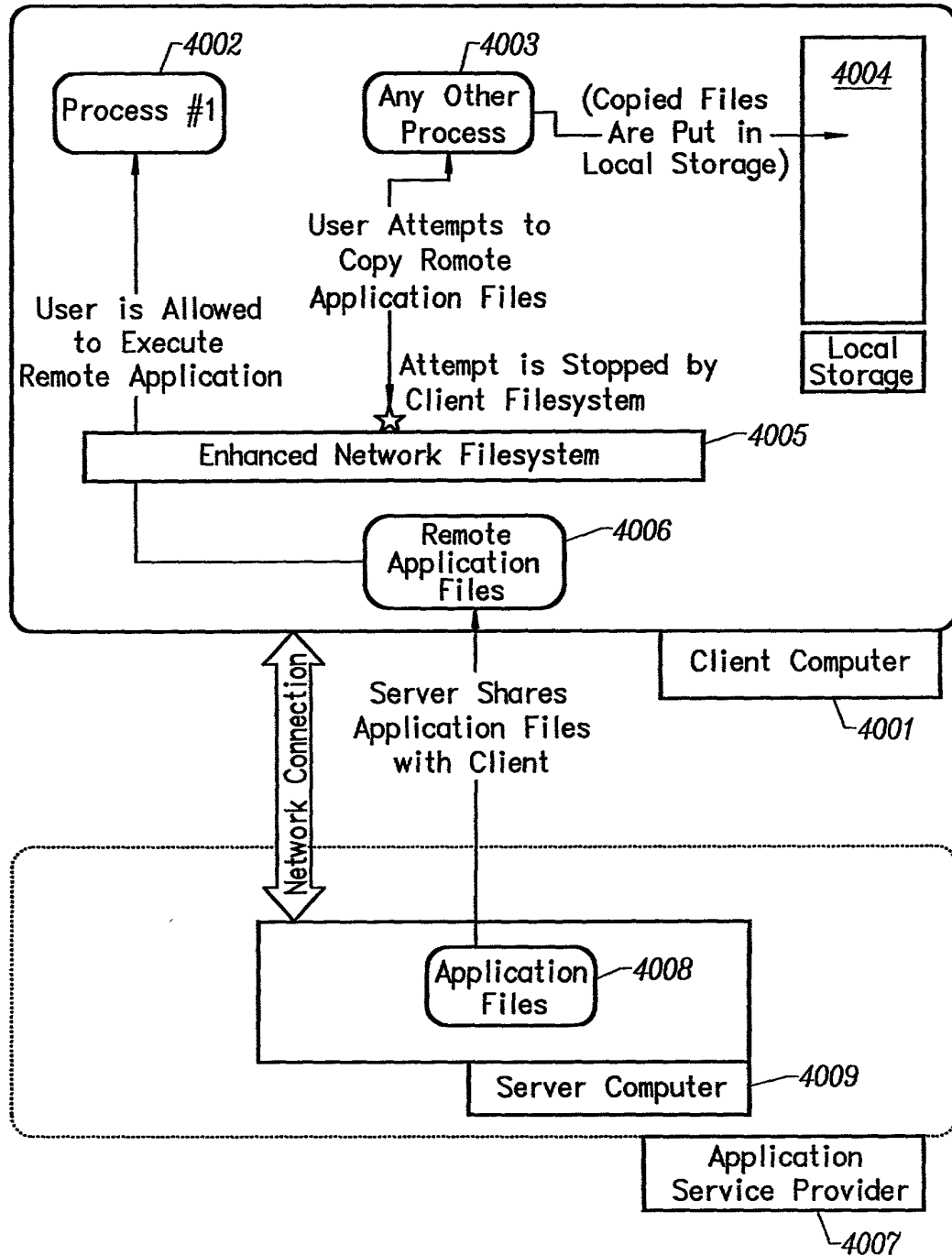


FIG. 40

Filtering of Accesses to Remote Application Files

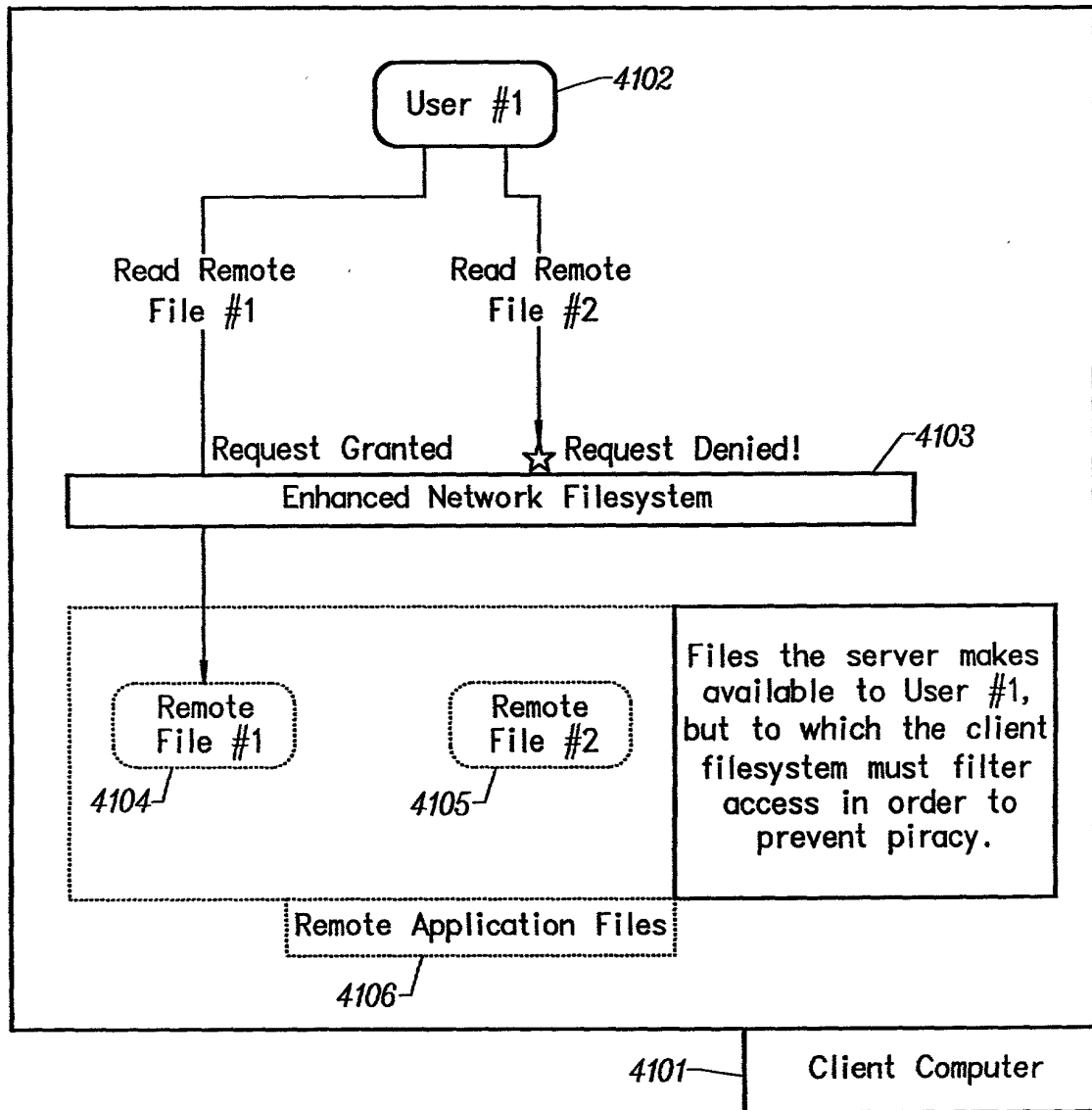


FIG. 41

Filtering of Accesses to Remote Files Based on Process Code Location

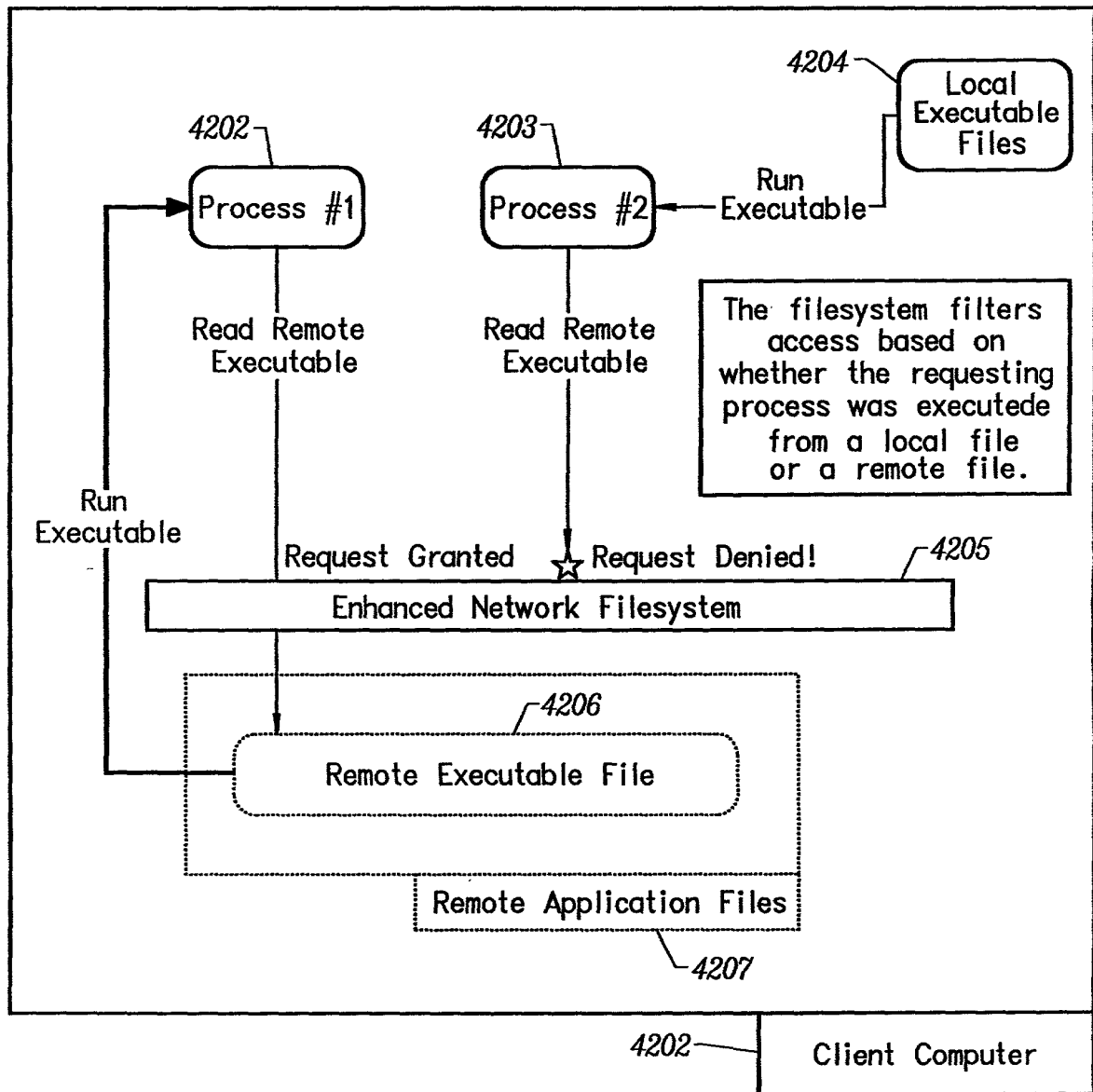


FIG. 42

Filtering of Accesses to Remote Files
Based on Targeted File Section

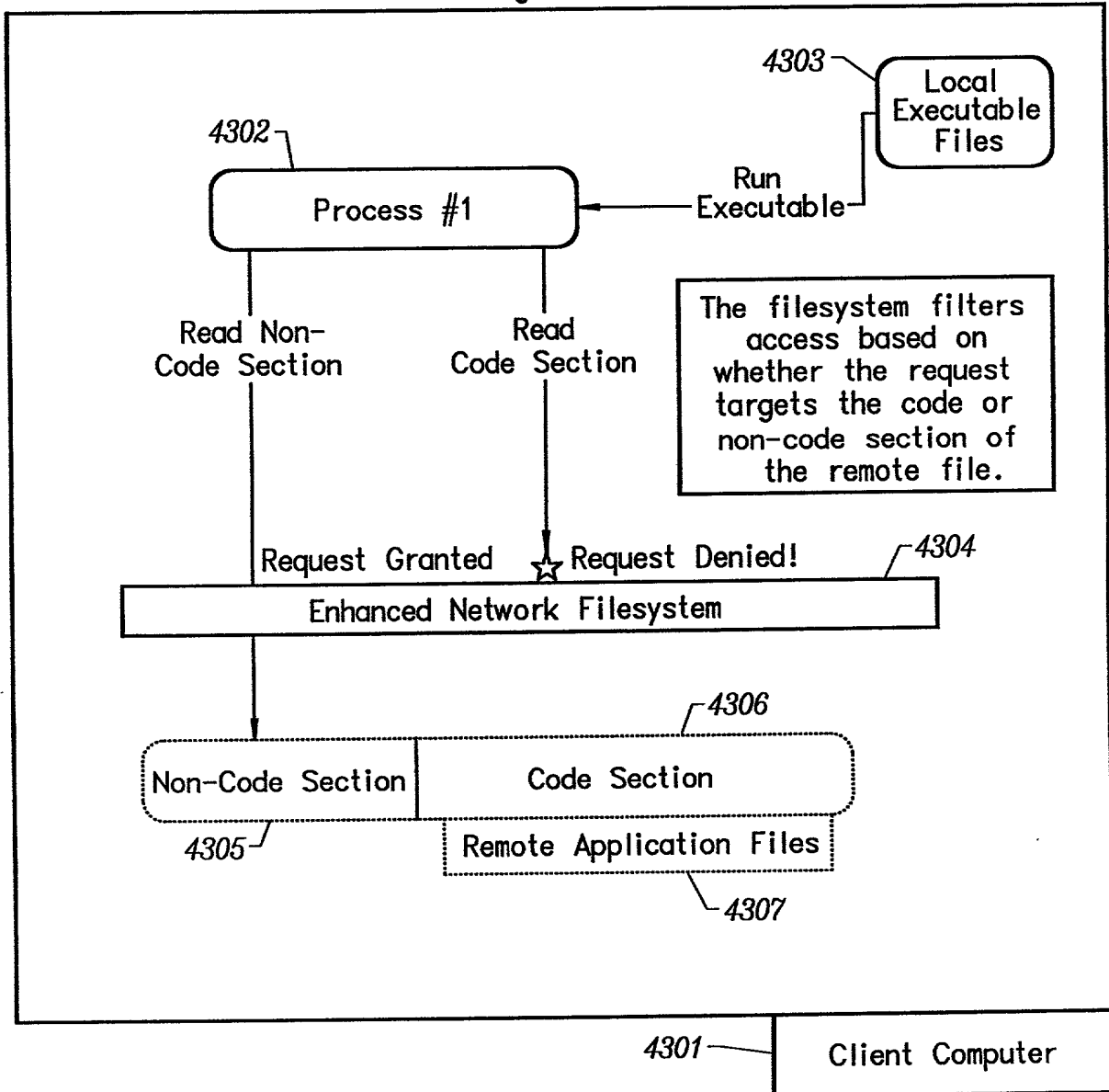


FIG. 43

Filtering of Accesses to Remote Files Based on Surmised Purpose

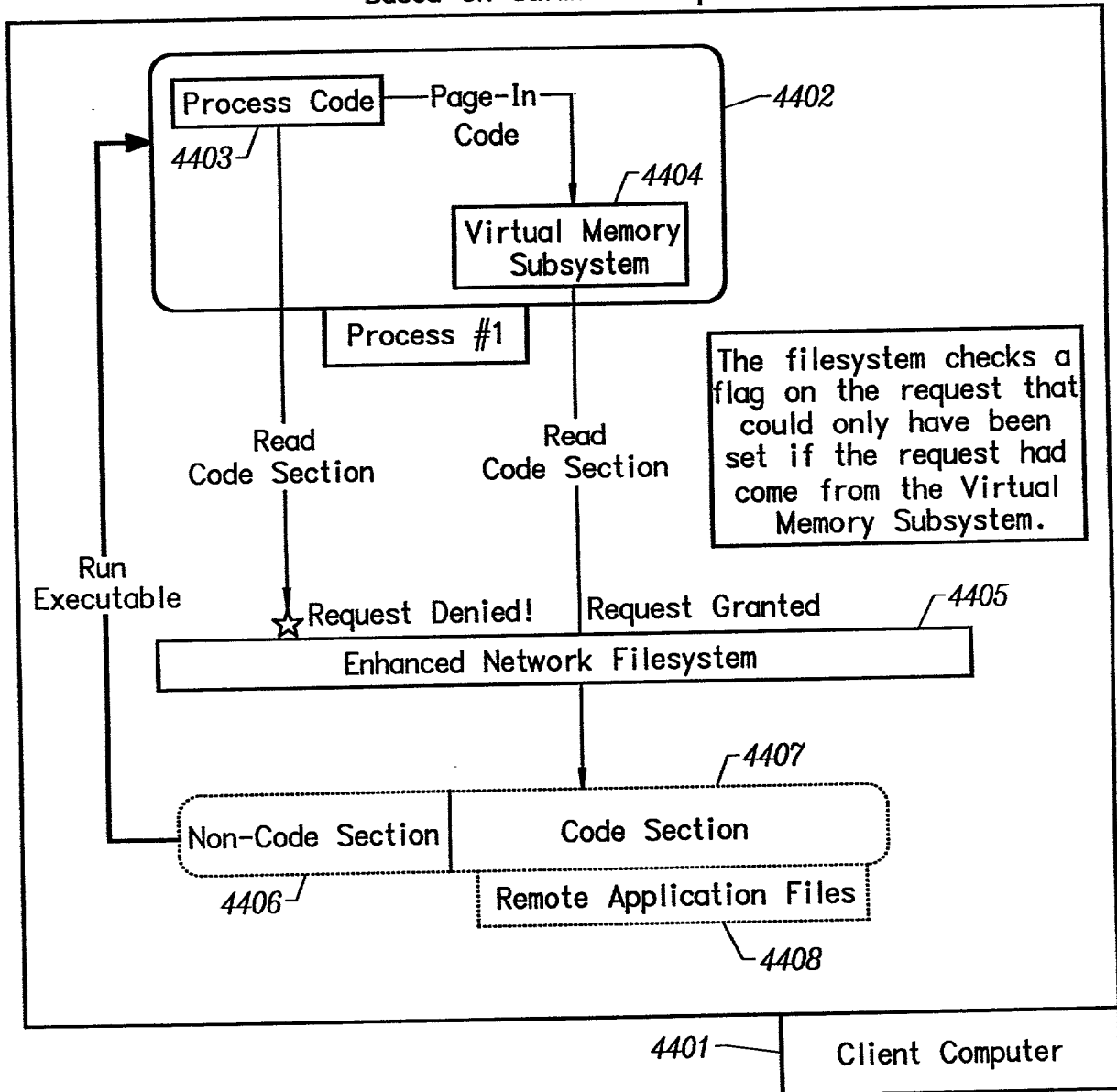


FIG. 44

Filtering of Accesses to Remote Files
Based on Past Access History

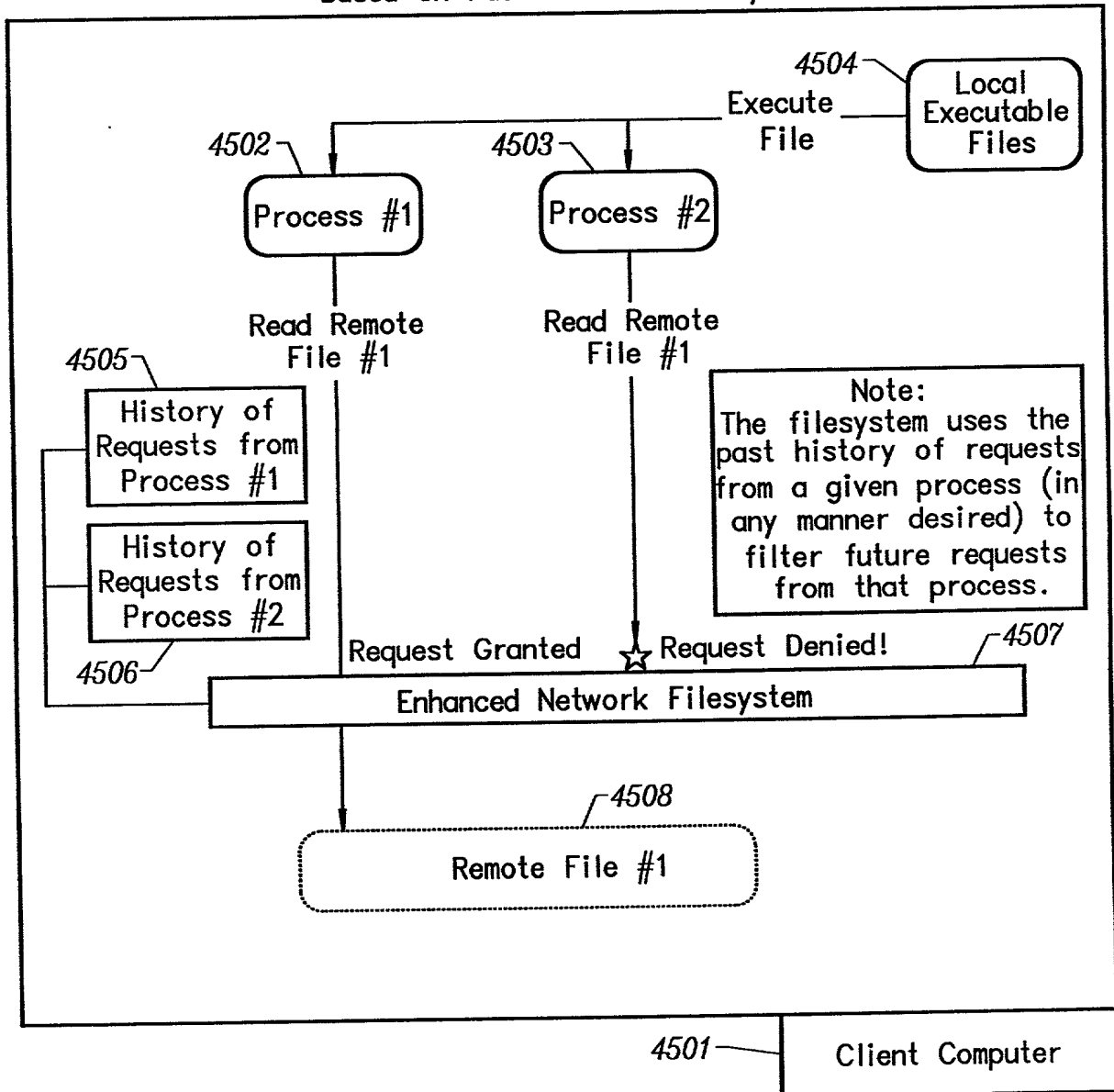


FIG. 45